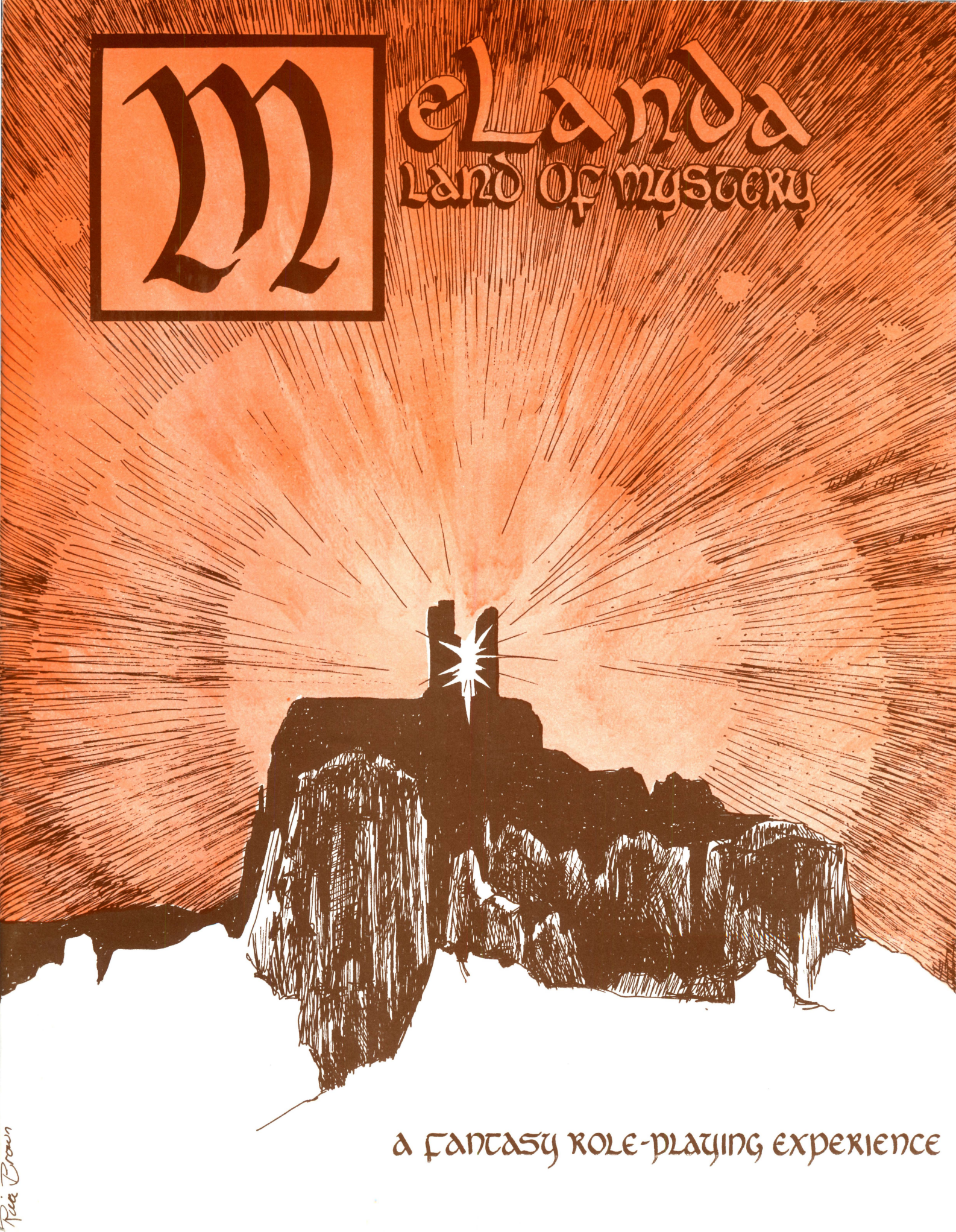




# elanda

Land Of mystery



A FANTASY ROLE-PLAYING EXPERIENCE



To the Curious:

Welcome to the Land of Mystery - Melanda.

What you have before you is the next step in the progression of fantasy games. We've all seen the industry go from the simple and light to the extensive and complex. A combination of simplicity and realism is the challenge we saw and accepted.

We aimed our game at emphasis on the 'role playing' aspect of the genre. Believing this 'in character' play to be easiest when the adventurer is designed to player desires, we established a fresh approach to character generation - no dice rolling! We've tried to capture the realism of characteristics being in total accord with character background. Melanda offers the subjectivity, in both play and game mastering, which will provide maximum opportunity for role playing to happen freely. With minimum concentration on numbers, which distract players from 100% character identification, we feel that GM's can expect players to ask only what their hero would ask, decide only what their hero would decide, and take action only as their hero would act.

The Land of Mystery comes to you as a complete package in a single booklet. Everything you need to design a campaign, create characters, and manage play is included between these covers. In separate packages, gaming aids such as character cards, pre-designed scenarios, and additional pre-designed non-player entities will be released as produced.

As you will soon discover, magic is everywhere in Melanda in a myriad of forms. Within these pages you will be exposed to approximately a half dozen different magic systems for players and non-players to learn and utilize (as well as some means for tapping into the Black Arts and dabble in Elemental Control for the power hidden within)! The magic is basic but complete enough so that the only limit to what is possible in your campaign is imagination.

If we had to use one word to sum up our hopes for the game and its affect in your life, it would be subjectivity. All systems and charts are designed as guidelines only -- we hope you will alter them to fit your personal likes and dislikes! In this and all Melandan concepts we welcome your input, not only to your players but to us and all of Melanda; so, please feel free to write and tell us of the cleverness of Melandians at your end. We may share your suggestions with others.

Alas, Melanda awaits..mystery laden. So, to you, the bold, we offer gratitude greetings, and good luck as you embark on a future of surprise and wonder.

Your fellow gamers,

John M. Corradin

Lee C. McCormick

For their efforts, we thank those who have given of themselves:

Cover Art: Riva Brown

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John Christie, and all the Wilmark Area Gamers who put up with our trial and error techniques during the year of construction and the following year of test!

Without these wonderfully patient individuals, none of Melanda could be before you.



## THE KU

Void . . there was nothing else.  
So the Elder said and so he knows.  
The Essence . . out of nothing came something.  
The Blind Man alone sees how it grows.  
Separation . . the Essence parted.  
No man knows the reason why.  
The Strife . . one part sought dominion . .  
Until First Starlight pierced the blackened sky.  
The Balance . . the Essence realigned.  
The Cripple understands how.  
The Reward . . life for the Star Children--  
Humanoids beginning, 'though not as they are now.

So it was that the Starlight found grace with the Essence. For its part in ending the Strife, Starlight requested that seven planets be created and placed in the Void. These were to be populated with life of all forms by the combined efforts of the Essence and the Starlight as a reminder of their vow to exist together, each acknowledging the value of the other.

Arwen, the Mother Star, and Ardur, the Father Star, began circling one of the smallest of the seven. They offered warmth and light of varying degrees. These ingredients, combined with the blessing of the Essence, caused life to spread upon the lands and beneath them, as well as into the seas. Creatures were 'born' of every kind - those who walk, swim, fly, etc. Plant life was abundant.

Into this world of beginnings, Arwen and Ardur sent forth sparks of their own energy to take form wherever they would. And they named the place Melanda, meaning "Gift of Love", so that the Star Children would never forget their heritage or this, the Priagon - the First Landing.

\* \* \* \*

Melanda . . . the world whose every life form is descended from the heavens, whose very existence is due to the combined powers of beneficent universal forces, and whose magic is everywhere -- extending beyond time and space into the never limited realm of imagination! Through the Ku, we learn of the creation and of the coming into being of the Star Children...the first humanoids. Born of love, these offspring of the cosmos became the forefathers of all humankind as we know it (and some forms we might not readily recognize). In the pages to come, we will learn of the formation of these races, some sketchy versions of the pre-history of the planet, and of the means to become part of the force that shapes Meland's future.

The Priagon was highlighted first by the reaching of the mountain peaks and highlands. The life forces from above not only spread across their surface, but seeped through Melanda's skin reaching deeply into her heart to awaken who knows what. The valleys and fields were fertile earth to the life which began there. Hemmed in by the varied land masses, the seas teemed with life of all kinds, as was the air filled with flying beings.

Here things stood for many centuries with the Star Children slowly taking shape, growing, and learning from all the other forms of life surrounding them . . . developing the imagination and dream power that would separate them from all the rest. And they did grow. And multiplied. Their environment affected their stature and abilities forming the various races as we now find them.



Baladel (Mountain Dweller) The Star Children who made their homes beneath the surface of the mountains were called the Baladel. They took a sturdy, squat stature ideally suited for the work they did in mines and tunnels deep in the earth. Being fond of gems and fine metals, they were soon expert at creating superb works of art and craftsmanship from these materials. They are highly competitive, thrifty to a fault, have little use for non-natural magic, usually sport lots of hair - long beards and mustaches, and generally detest bright colors in clothes. The Baladel are quite proud of the great halls filled with carvings in which they live. Their talents are widely sought outside of their own realm, although they truly believe that only another Baladel can appreciate fine stone workmanship. When they do venture out to do commissions for others, it is usually due to tremendous reward or (rarely) because of the challenging aspects of the project.

Lyradel (Forest Dweller) Those original descendants of the stars who set up living within the boundary of the great forests of Melanda were named the Lyradel. Their lofty, trim figures blended in well with the trees which surrounded them and their homes. The tallest of the Star Children, the Lyradel lived in the boughs of the woods (which seemed to welcome them gratefully). Their hearts were light and their crafts were aimed at beauty and fun, with no thought for practicality. The only seriousness in their lives, which were filled with music and laughter, involved their loving guardianship of the plant life around them (and for some - all plant life anywhere!). They prefer forest colors, walk softly (as though wishing not to disturb the grass beneath their feet), make good trackers and hunters, and are usually not seen unless they wish to be. Lyradel usually possess baby faces with smooth chins and sparkling eyes.

Gisadel (Jungle Dweller) Some of the Star Children preferred the moister climate of the jungles to the mighty woods. These, the Gisadel, were strikingly similar to their tall, slender forest-dweller cousins in stature. Because of the heat and humidity of the clime they chose, however, there are some differences in appearance. These brethren of star-energy are tawny of complexion with high cheekbones and aquiline nose structure. Unlike their tree-loving relatives, the Gisadel love bright contrasting colors and constantly adorn themselves and their possessions with the brilliant plumage of the jungle birds. They seldom, if ever, kill to get the feathers or hides they covet since they have such an emotional attachment to the animal kingdom. They believe, generally, that "the strong survive" throughout the jungle. However, they also believe that life is unendingly circular, so that death merely frees the life essence for rebirth. Therefore, all life is of a family. They, the Gisadel, are reputed to be highly tribal with vast differences between tribal customs.

Wandel (Amphibians - Sea Dweller) The most unique adaptation to Melanda's varying topography is found in the Wandel. These members of the Star Children brotherhood live in coastal communities (usually in great sea cave complexes). They are slight of form, being shorter like their mountain-dwelling kin. They are slender like the Lyradel and Gisadel. They prefer blue-greens and grays in clothing colors which would help them blend in with their aquatic environment. Wandel are, however, very fond of shiny things and practice all visual forms of art (there are reports of great cave paintings and pearl inlaid artifacts throughout the coastal regions of Melanda). They are superb swimmers. Being somewhat adapted to both land and water existence, the Wandel have always considered themselves to be superior to most other humanoids. They have, therefore, isolated themselves from the land-locked peoples. Due to this prejudice they have been deprived of many mechanical and technological advances leaving them with the use of crude spears and tridents for hunting and weaponry. They excel in the intellectual fields, however.

#### The New Breeds

After centuries of isolated growth, the various races became aware of each other and began to share. (The Wandel avoided this as much as possible). There was eventually some intermingling of the racial blood forming bastards in the world of the Star Children. These mixed-bloods seemed to reproduce prolifically, causing, in short order, an overdose of impure racial stock planet-wide. Those pure-bred of the races withdrew deep into their respective habitats endeavoring to avoid further pollution of their Star Children ancestry.

Heredity was up to its old tricks amongst the mixed peoples of Melanda, however, for soon out of the confusion of birthright emerged two new breeds. These races developed pockets of pure stock and grew strong in many ways.

Omenwedur (The Last Born) As tall, nearly, as their jungle and woods relatives, the Omenwedur possessed the sturdiness of the mountain dwellers. They were strong and relatively quick of body and wit. These showed an immediately different approach to Melanda in that they felt that the soil, the flora, and the wildlife were all put here for the usage of the ruling races of mankind. They began to develop ways to till the earth. They built their homes and cities above ground wherever they chose. The Omenwedur seemed to covet everything at once -- the best living conditions, the fastest technological developments, the greatest intellectual achievements, etc. Such was Man.

Uridos (The Little People) Appearing about the same time as the Omenwedur (or men), the Uridos combined the best of many worlds to become a delightful addition to the peoples of Melanda. Short but tending towards pudginess, these halflings were usually merry and full of surprises. They took certain matters seriously (family trees, business records, etc) but held nothing in greater esteem than a good meal in cozy quarters followed by a pipe and story or song. They opened up tunnels in hill sides or built small earthen homes. They love flashy colors and make bright clothing to cover their very hairy bodies (all except for their feet, which they prefer not to cover, being proud of the fine growth of hair there). They love dancing, simple creatures, and maintain wondrous gardens.



The charted areas of Melanda are primarily broken down into political or racial subdivisions. As previously stated, the pure-bred members of the four original races normally inhabit areas suitable to their heritage. The mixed breeds, Omenwedur and Uridos, are spread throughout the remaining landscape.

The Baladel, Lyradel, Gisadel, and Wandel consider it imperative to maintain a direct line of descendency from their star-born ancestors. They are, therefore, monarchies politically. The Omenwedur and mixed-blood peoples are usually settled in to kingdoms and councilrealms run by Monarchs or their representatives. Only the Uridos are democratic in choice of leadership. The halflings even allow women and children to vote in all major elections.

#### COMMUNICATION-MELANDA STYLE

It is written that in the time of the Star Children there was a great communal awareness. Through this awareness all were able to know of the needs and desire of other life. Not all peoples wished to be so "exposed" to all others. In their hearts, the first fires of deceit were lit. Greed followed hard on the heels of their first "sin" to become the second. Soon, many were attempting to hide their thoughts of avarice and lust behind lies.

This impurity on the souls of Melandians caused the communal awareness to break up and disappear. Silence ruled while the races of mankind hammered out the first elements of verbal communication.

Then came Melamet and Berrien, holy men who knew no foul thoughts. From Melamet came the Song. Berrien offered us the Secrets of the Stars.

Melamet came from the Desert of Desolation (from whence came the Wyrml and other vile creatures). He came singing the Song so that all that heard it might open their hearts to the spoken word.

Many heard and learned the words. Some could even harness the power of the music. Language spread, being adapted by the races of the world into the common tongue, Melandan. Little of this language exists today in spoken form (except in person and place names still bearing ancient Melandan roots) because of the way the races and professions altered it to suit their purposes. After many centuries, the languages were so diverse that only those trained in racial tongues could understand them. Used between races was a beaten and badly bruised version of the original, called simply "common" by most men. Many sciences and guilds developed secret signs and sounds or code words, so as to keep trade secrets within the guild.

Berrien came from within the Impenetrable Forest (much to the surprise of the surrounding country-side). He told a tale of how two creatures had appeared within the Sacred Ring of Stones in the center of the Forest. He went on to say they touched his mind and he could "see" their thoughts. He learned of the Star birth, Communal Awareness, and the Song, all of which had been abused or ignored until bloodlines were tainted and humanoids were reduced to multiple verbal tongues which confused more than communicated.

These two figures, garbed in dazzling white robes which entirely hid their vaguely human form, then offered Berrien a Scroll of the Priara (First Star Writings). Instantly, as he touched it, he could understand the strange symbols (called runes) upon the parchment. Writing now existed in Melanda.

Then Berrien was told three things:

"All truth can be found within the oral traditions (poems, songs, stories, etc.) of the past and within the formations of the guiding lights (stars). Writing is Melanda's last means of recording the words of the ancients so that future generations may find the truths of the former inhabitants. There must always be a Berrien so that this place and time can be remembered and the Holy Ash remain Sacred."

Then, the figures vanished. Berrien read the Priara Scroll learning that it was, in fact, the first of seven such scrolls (one for each of the planets). It was inscribed throughout with poems (one of which is included on the first page of this narrative - The Ku). It included many legends (see the Fordian Legend in In Search of Starfax\*) of great happenings, places, or creatures. (\*ISoS is a scenario available separately.)

Berrien set off on an odyssey of great adventure, teaching the art of writing to all who would learn, yet ever seeking the Holy Ash at the center of the universe. Some say he found it. Some even say his staff bears splinters from its bark. All that is known for certain is that once a year - every year during the month of Calyra (Golden Trees), Berrien steps out of the Impenetrable Forest and journeys through the country side performing the ceremony of the Holy Ash. So he has been doing for over Seven Hundred Years.

It was Berrien who first turned his gaze heavenward in an effort to interpret the pictures so many had seen outlined by the stars. He learned that there was a decided pattern to the Arkon (Star Pictures - constellations as we know them) and their journeys across the sky. Though there were many more, Berrien found nine that were consistently present on a regularly predictable time schedule. From this data, he developed a crude calendar which was eventually finalized into the form we use now all across Melanda. This improved model of the star patterns was done by Nedur, the father of the science of Optarna (Star Watching). He found that each star pattern was present, centered in the sky for a period of approximately 25 days. This coincided with the cycle of Melanda's moon, so he decided to make this the length of a calendar month. Nedur's work and general information on Melandian time-keeping is further discussed in the up-coming section, The Cosmos.



## THE COSMOS, TIME and SPACE

Out of the myth and mystery of holy men and stargazing came sciences and systems by which Melandans could measure their existence. Such concepts as time, distance, size -- even seasons, have all come from understanding Melanda's past as well as the effects of the universe of which she is part.

### Time and Dating

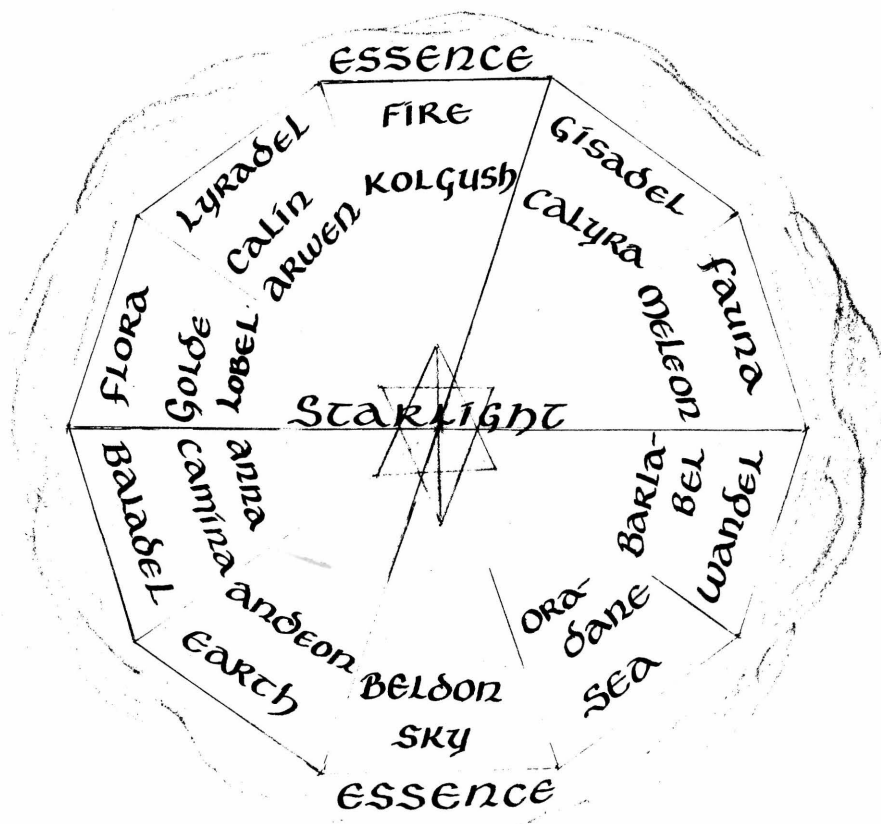
The cycles of the Morning and Evening Stars (Arwen and Ardur, respectively) as well as the regularity of the moon's appearance and disappearance in the sky all help to establish Melanda's days, nights, weeks, years, etc. The Melandan day is broken up into 20 units called hours. There are five days to a week and five weeks to a lunasta (month). Ten lunastas equals a year or annum. With this system, it is relatively easy to imagine a calendar and dating system.

Nedur's calendar utilizes lunasta names which apply to most of Melanda's surface which is temperate in climate. All of Melanda goes by this calendar as far as mathematically, though some of the non-temperate regions utilize their own names for the months. To determine, randomly the date that something occurred, simply roll 1d10 to determine the month. Then roll 1d20 and add the result to a roll of 1d6 to ascertain the day within the month (treat a total of 26 as the 1st of the month).

<u>Month</u>	<u>Translation</u>	<u>Month</u>	<u>Translation</u>	<u>Lunasta (Moon Cycle by days)</u>
Spring		Fall		
1 Andeon	(Life in the Earth)	6 Calyra	(Golden Trees)	1st thru 6th DeLuna (No Moon)
2 Anna Camina	(Blessed Green)	7 Meleon	(Gifts of the Land)	7th thru 12th SemaLuna (Half Moon)
3 Golde Lobel	(Feast of Flowers)	8 Barlabel	(Gray Twilight)	13th thru 19th Lunasy (Ancient Moon)
Summer		Winter		20th thru 25th OmeLuna (Last Moon)
4 Calin Arwen	(Golden Mother Star)	9 Oradane	(White Death)	
5 Kolgush	(Mighty Heat)	10 Beldon	(Night Darkness)	

As you can see the lunasta have all been named after obvious occurrences or important times in the Melandan year. In the listed moon cycles you will note the references to the various stages of the moons visibility to those on the Melandan surface. The reference to Ancient Moon comes from a belief, held by many that the moon once shown brightly all year round. However, in punishment for some ancient wrong the lunar disc was made to move in the heavens so as to be sometimes robbed from Melandans completely, sometimes to appear only partially, and shortly to be present in all its ancient glory to remind people of their planetary obligations. Last Moon is the stage of partial visibility just before the moon disappears completely once again -- possibly never to be seen again.

Below, we show a pictorial representation of the forces at work in Melanda.





Please note all the elements involved in the graph:

Starlight	Essence	Flora	Fauna
Starchildren Baladel	Lyradel	Gisadel	Wandel
Basic elements Fire	Earth	Sea (Water)	Sky (Air)

The combined elements of all of the above bring forth the life cycle of the mainstream of all Melandan existence. We know of the Starlight and Essence from the Ku. From there also we learn of the Starchildren. One each, of the original races, is always available to be summoned from the ether to the bidding of the greater forces. The occasional appearance of any of these Starchildren spirits has been viewed many times as a godly visitation by the few privileged to witness such. Some of these appearances to mortals are for instruction or to assign tasks. Often, however, they are to reward heroic behavior.

All original life, even plant and animal, has a part to play in Melandan cosmology. To learn more of the spirits of flora and fauna see the science of Anda Kai. The basic elements are all forms of the two original forces. They appear across Melanda in a myriad of forms. To learn more of them and of the power to summon and control these elementals, read the section on Andara Vorkan.

### Spacial Measurements

On Melanda, the Baladel were primarily responsible for devising the standard for weights and measures. In measures of length and distance, the base unit is the inch. This is the length of an adult Baladel's thumb between knuckles. The measures progressed up from there per the chart below with two exceptions. A "Span/Hand" was smaller until the Omenwedur updated the system with measurements commensurate with their physical size. The other exception is the "Quarter" which comes from Omenwedur sporting practices.

- (i) inch -- Thumb, Knuckle-to-knuckle
- (sp/hd) span/hand -- from thumb tip-to-pinky tip when the hand is extended, Approx. 9"
- (cu) cubit -- from middle finger tip-to-elbow, Approx. 18"
- (p) pace -- from heel of one foot to toe of the other after a step, Approx. 36"
- (f) fathom -- two full paces, Approx. 72" (Also, the distance between knots in rope for testing marine depth by the Wandel)
- (rod) rod -- three fathoms, length of mining shaft rail
- (ch) chain -- four rods, length of chain used on mining cars (Approximately 72 feet in Earth terms)
- (fu) furlong -- 110 fathoms, 1/8 melam (Approximately, 660 feet)
- (q) quarter -- two furlongs, 1/4 melam length of race for 'quarter horses' known for their short bursts of speed
- (m) melam\* -- eight furlongs (Approximately, 5280 feet)
- (l) league -- three melam, one hours walk for an adult Baladel (Approximately, 3 miles)

\*melam -- comes from the ancient "omenlam" meaning "last step". The original term was coined to refer to the maximum depth below sea level that one could dig before opening a doorway to the underworld. Since all Baladel know this yet seem reluctant to mention it to outsiders, this author believes that one such mountain dweller went one step further.

Liquid and dry weights and measures of quantity are all of Baladel origin:

Dry Measure	Liquid Measure
(Dm) Dram -- 1/10 of a Pound (Approx. 1½oz.)	(J) Jigger -- 1/10 of a Pint (Approx. 1oz.)
(Pd) Pound -- 10 Drams	(Pt) Pint --- 10 Jiggers
(St) Stone -- 15 Pounds	(Fg) Flagon -- 3 Pints
(Q) Quarter -- 25 Pounds	(Y) Yard --- 4 Flagons (Approx. 1 gallon)
(Ha) Halfweight -- 50 Pounds	(K) Keg --- 5 Yards
(Hw) Hundredweight -- 100 Pounds	(B) Barrell -- 6 Keg (Approx. 30 gallons)
The first three refer to any dry material, even people.	(H) Hogshead* 12 Kegs, or 2 Barrells
The last three refer normally to dry substances in sacks or crates -- seldom, if ever to living matter (except huge beasts, which are occasionally spoken of in terms of Hw.)	*Hogsheads hold about one fifth of a Hog, which is a huge vat Baladel use for making quantities of ale(App.300 gal.)

All of these descriptions of weight and measure are standardly accepted throughout Melanda. In common discussion, one would use some multiple of the main weight of an object(or height, length, etc.) and then give the fraction of remaining weight in the next class down. For example, an Omenwedur might be spoken of thusly:

He stands eight hands three and weighs eighteen stone ten. This means that he is 75" high, 280 Pds.  
 8 x 9", plus 3" = 75"      18 x 15Pds, plus 10Pds = 280



## FROM PLAYER to CHARACTER

At last it is time to experience the process which creates Melandians! It is meant to be a process of cooperation between player and GM. At all times, while applying the systems and data listed below, the gamesmaster is to keep in mind the key word of Melandan gaming -- subjectivity. All information is intended as a guideline only. We encourage your adapting them to the level of your campaign.



Meet Baltak. He is a wily Baladel adventurer. He was molded and shaped until he became the type of adventurer his creator wished to play. In order to become a full-fledged Melandian, Baltak had to discover his race, sex, age, experience and capabilities. Let's take a look at the options.

**Sex.** In Melanda, one may be female or male or do without. So, since Baltak had no desire to be without, he decided to choose one of the first options. This choice is entirely up to the player.

**Race.** In this choice, the options are more numerous. As discussed previously, each race has their own peculiarities. You may wish to review available data with your players. In addition to the data provided earlier, below is noted some information regarding special skills and abilities peculiar to the pure bred of the races and those who are raised in their communities. Choose the race who bore and raised you. If you select pure Starchildren lineage you will be raised by that race. The Omenwedur and Uridos raise their own likewise. Mixed-bloods can choose to either be raised by the race they resemble mostly or by the Omenwedur in their vast cities or countryside.

**Baladel** - Underground vision up to 20' even in total darkness. Their familiarity with subterranean environments gives them advantages when fighting there (+1 Combat Speed). Ability to detect underground abnormalities (slanting passages, unnatural tunnelling, etc.) on a reasonable basis (1-4 on a 1d6).

**Lyradel** - Forest vision up to 20' even in total darkness. Their silent movement in their natural environment is legendary. Ability to detect passage of unnatural creatures within 20 hours (1-4 on a 1d6).

**Gisadel** - Same as Lyradel

**Wandel** - Quick recovery from physical damage and exhaustion when they relax in their aquatic environment (even to the point of regenerating severed limbs or damaged organs (regeneration takes a few days). Ability to remain submerged up to 60 rounds (a half of an hour) through suspended breathing process.

**Omenwedur** - no special abilities

**Uridos** - Exceptional luck in non-combat situations (pure-bred Uridos, only).

**Character background.** So far we have seen players choose their race and sex. They also get to choose their parentage and social class. The chart that follows points out the class distinctions within the races and what each includes. Note the difference in Elite between the Uridos and all others...no monarchy, only elected officials.

<u>Class</u>	<u>Lyradel</u>	<u>Gisadel</u>	<u>Baladel</u>	<u>Wandel</u>	<u>Uridos</u>
Elite	Nobility	Same	Same	Same	Elected Officials, Wealthy Individuals
Privileged	Artisans, Scholars	Same, plus Warrior	Smiths, Scribes, Soldiers	Artisans, Loremasters, Facilitators	Appointed Officials; Innkeepers, Gardeners
Common	Provider/Protector Tradesmen	Same	Tradesmen	Providers, Tradesman	Tradesmen, Shopkeepers

<u>Class</u>	<u>Omenwedur</u>	<u>Class</u>	<u>Omenwedur</u>
Elite	Nobility, Political Figures, Military Officers	Common	Shopkeepers, Small businessmen, Farmers
Privileged	Bureaucrats, Scribes, Soldiers, School-educated Professionals	The Dregs	Mercenaries, Thieves, Drunks, Harlots

\*Includes sheriffs, postmasters, etc.



Note that many of these are simply basic forms of skills that can be developed to expertise level. For skills that can be repeated to increase one's capability, a word descriptor is used thusly:

Poor indicates no training. Average means that the skill basics have been learned.

Good means that the skill was repeated and knowledge of it refined.

Exceptional rating indicates that the skill has been studied with thoughts toward mastery (3 times). In order to go beyond Exceptional, players will have to seek a true master of the skill and convince the master to teach him.

Primary Skills: These skills are essential to adventuring in Melanda. Although no character is required to select any of these skills, it is strongly suggested that they do so.

Basic Outdoor Survival - This training deals with those skills common to outdoor travel and camping. It includes such things as foraging for food and water in the wild, building a lean to, starting a fire, and general awareness of life in the wilderness. This information is sufficient to permit existence (unmolested) of the trainee in any outdoor environment (barring the unnatural).

Crude Weaponry - This indicates experience in fighting with objects other than your fists, whether it be a broomstick, hoe, chair, or beer mug. This skill presumes the ability to incorporate timing and balance into your melees. It affects your striking capability with weapons of any kind.

Horsemanship - The ability to saddle, harness, mount and ride a horse is established with this training. Basic horse care is implied. The knowledge obtained is rudimentary and allows for only the most basic maneuvers on horseback. Additional training will earn a higher rating and enable the rider to stay 'in the saddle' during stressful situations, while jumping, etc. Normal combat situations are covered by a Good rating. An Exceptional rating implies mastery of horse handling in general with normal horses. Combat command of beasts is crucial if Melandians are going to survive encounters with the bizaare and still have their mounts.

Navigation, Land-Marine-Subterranean - This guarantees the trainee the ability to find north whenever the stars are available for taking bearings. It enables adventurers to produce crude picture-maps. The ability to identify one's position at sea involves the same principles but is seldom taught by any but the Wandel, who are experts. The Baladel use a series of markings to aid in subterranean navigation. Each of these environments is mutually exclusive so that Land Navigation may permit star reading, it does not train one in ocean navigation for it teaches nothing of the great currents. Anyone can see the difference in subterranean systems where even star reading means nothing.

Support Skills: These skills can be used in conjunction with the Primary Skills to make a world wide adventurer more secure in the Melandan wilderness.

Climbing - This covers mountain hiking, scaling vertical surfaces, and a general feel for heights. Taking it extra times for bonus would expose the trainee to repelling skills and cliff work.

Swimming - This is basic water skills under normal circumstances. One can repeat this skill to raise one's ability or to specialize in speed swimming, distance swimming, or (if possible) even deep sea swimming.

Hunting/Fishing - Once the adventurer has taken Basic Outdoor Survival and some training with weaponry, he may enhance his outdoor survival chances by selecting this background. He should specify which he trained in.

Traps/Snares - A basic training in small game trapping enhances food supply while traveling.

Outdoor Stealth - This covers the ability to travel (on foot) relatively quietly and surreptitiously.

Urban/Indoor Stealth - Not all support skills are wilderness related. Often it is necessary to travel secretly in a town, or even a building.

Tracking - The ability to follow the spore or trail of a creature outdoors is a handy one to adventurers.

Shadowing - Within cities lurk many who should be followed, observed or tracked. Here's how.

Camouflage/Concealment - This is the ability to hide one's self or others (including objects, within reason) from normal view. The player is required to come up with the idea of how to hide or where to conceal the subject. This skill then helps him do it with greater chance of success. This is primarily intended for outside.

Pilfering - This is the skill intended to enable trainees to possess experience in removing items from the pockets, backpacks, saddle bags, etc. of others. It also covers petty thievery from establishments (shoplifting).

Locks and Bars - This includes a rudimentary knowledge of various devices for holding portals closed, as well as information and experience regarding the use of objects as lock picks.



Disguise - It is not always good to appear as one's self (all of a person's external features can be altered if you know the way).

First Aid - This refers to field skills which are primarily common sense (cleansing wounds, stopping bleeding, arrow removal, etc.), but when combined with how to make simple splints, stretchers, slings, and travoys, it becomes an invaluable skill for adventuring. It is the prerequisite for all other medical skills. Repeating this training will expand the users knowledge to include some field surgery skills (amputation, foreign object removal, etc.). No success is guaranteed but this training gives a 75% base chance altered by 5%, plus or minus for every descriptor rating other than good. (See Medicinal Sciences for a more accurate assessment of this.)

Basic Herb Lore - This art involves folklore traditional uses of plant parts to aid the healing process... (See Medicinal Sciences and Healing Arts for more data.)

Plant Tending - Any background in gardening or plant lore will serve as a starting point for realizing the living nature of the vegetable kingdom. Combine this knowledge with some First Aid and Field Surgery and you will have learned to tend plant needs and wounds. In Melanda, this is more crucial than you might think for you will find personality everywhere and someday may learn that your best friend is a begonia!

Veterinary Medicine - Like Plant Tending, this requires some previous knowledge of your subjects - the animal kingdom. Also, some knowledge of healing skills will create for you the opportunities you seek to heal your steed, pet, or shape-changer lover. Chance of success should be determined based on familiarity with the particular plant type, degree of medical training, etc.

Running - This is an appropriate skill to wrap our non-combat support skill section with. The Gisadel introduced running as a competitive sport. No self-respecting Baladel would participate for fear of being assumed cowardly. But, whether for competition or self-preservation running can be developed as an adventuring skill. Trainee should specify whether his emphasis is speed or distance. Repeat the skill if you wish both.

Combat Skills: Unarmed, armed, defensive, or offensive, Combat Happens!

Archery - Selecting this skill increases your effectiveness with a short bow, long (or yew) bow, and horse (or composite) bow. Crossbows are covered under Special Weapons. Exceptional Horsemanship and training in archery will enable you to become an Average Horse Archer.

Hand Projectiles - Selecting this skill proclaims some experience with throwing weapons - knives, darts, spear, axe, or sling and bullets.

Small Arms - A standard for most travelers, this announces some training or experience with daggers, axes, spear (as a thrusting weapon), single stick, etc.

Heavy Arms - Selecting this block of weapons instruction illustrates use of maces, war hammers, one-handed flails, or just a plain old head-smashing, huge club.

Two-Handed Weaponry - Any weapon which requires the combined use of two of your hands fits here -- large flail, battle axe, great sword, and other pole arms.

Swordsmanship - Here it is. All you would be Conans or D'Artagnans need only sign up right here to become the swordsman you always wished to be. Long Sword, Scimitar, Rapier, and Broad Sword are all included. The long-knife is primarily the same as the short sword or saber. They are both covered here as well.

Special Weapons - This is primarily a miscellaneous category for weapons which don't easily fit other training groups. The trident/spetum, lance, morning star, and crossbow. Some consider the flail a special weapon.

Repeating any of the above calls for the trainee to specify a particular member of the group in which he/she wishes to specialize.

Individual Tactics = A course in defense and combat in armor. Repeating this course gives one shield training.

Unarmed Combat - This skill is designed to represent brawling skill. Taken repeatedly, this course will explain training in some specific form of unarmed combat - wrestling, fisticuffs, or (minimum of three times) martial art training.

Armor Care - This could someday permit field repair or cleaning of whatever type of armor your adventurer uses.

Secondary and Trade Skills: All of the following are skills not idly picked up, but learned through dedicated apprenticeship or study. The first in the group do not specifically require reading/writing to pursue them. However, all beyond reading and writing do hold it as a prerequisite.

Folklore - This is to cover the lighter tales and traditions of a character's race. It is possible to become an expert at your own race's folk heritage or travel and study the lore of another (this requires twice as much time of study as it would a member of the race being studied).

Plant Lore - The plants of your region can be fascinating and open doors to many mysteries. Other regions, too.

Animal Lore - Get to know the animal kingdom which surrounds you, discover the secrets they hold. Or simply learn to love our furry little friends. Choice of domestic animals over wild is a possibility. Specify.

Physical Trade - This is an apprenticeship in one of the trades. It can cover anything from carpentry/barrel maker to candle maker. A few outstanding skills could affect adventuring more readily than others, as trades go - for instance, bowyer/fletcher, mining/ore lore, armorer/smith, skinner/tanner.

Language skills:

Speak Additional Language - Any racial tongue can be yours although it would take a lot of training to fool a native. This includes learning Common Melandan for those of you pure-bred snobs.

Read/Write Own Language - Self explanatory.

Read/Write Add. Language - Any language you can see or hear, you can learn. If the tongue is an ancient one you will have to locate a scholar and study twice as long as any study of normal current racial lingo.

History - Civilized nations keep written records in tale, geneology, and song. A study of history requires a sage or historian. A library is a great find, but you can see how knowledge of more than one language might assist you.

Mapping/Charts - Hand in hand with history often goes an interest in maps, mapping, and cartography.

Magical Power/Science - All data regarding these highest forms of education is furnished in the section of this guide bearing that title. Therein you will find the training requirements and benefits.

This list, as all listings in Melanda, is meant to be added to and taken from as you see fit. To what extent you choose to breakdown the physical trades, for instance is up to you. So, be creative. We wrap up this listing with a catch-all for individualized skills which add color, if nothing to your character.

Artisan(Physical/Performing) - Many a character is enhanced, and sometimes surprised by the practicality of his choice, when he selects a background in the performing arts (juggling, lute playing, etc.) or the physical arts (painting, sculpture, etc.).

Gambling - Talk about your useful skill!

Codes & Cyphers - This refers to the art of concealed writings -- messages hidden behind number or letter combination or substitution.

Thieve's Cant - This special language of words and signs is not available for common instruction. One must find and join a guild.

Shortly, we will see how your players determine their available choices (the number depends on race, social status, and age bracket). As a GM, you will have access to the upcoming charts of these skills and how, by race, to acquire them. Once the character's race, social status, etc. has been determined turn to your chart regarding that race. That will tell you by social status how many choices that character can make from the skills available to the environment in which he has chosen to be raised. Those choices cover the period of youth in the character's life. Once he has completed those choices, the player can choose how his character spent his young adulthood. These choices can be made from the comprehensive list since the character could now be old enough to travel to other environments to get the training he desires. In the cases of semi-closed societies, many affects are unavoidable. These are accounted for in the skills pre-assigned characters in that situation.

For instance, Baltak was raised in the Baladel community. He was the son of a city guard lieutenant. This made him a member of the privileged class. As a member of the Baladel community, Baltak was exposed daily to mining and ore lore, crude weaponry (scrapping is a way of life for Baladel), subterranean navigation, small arms practice, and (due to his father's position in the fortifications of his city) the construction and maintenance of mechanical traps and snares. As a privileged youth, he is entitled to eight additional choices of skills from those available in his community. Finally, he is entitled to six choices as an adult.

Baltak's choices were as follows:

Youth		Adult
Mining/Ore Lore	Land Navigation	A year in the military followed by three years in his father's special services branch. This resulted in these further studies: Codes & Cyphers Two Handed Weaponry Basic Survival (mountains) First Aid
Crude Weaponry	Climbing	
Subterranean Navigation	Read/Write Own Language	
Small Arms 1x and then, Hand Axe 1x	Speak Common	
Traps/Snares		
Individual Tactics		Locks & Bars
Unarmed Combat 2x		Armor Care

Note that he repeated some skills. As a youth, you may take any skill available, twice.



Next, let's see what those choices mean to Baltak and other adventurers. Well, just as choice of the initial data (race and social status) affected skill choices, those choices affect the next stage of character data -- statistics. Let's take a look at Melanda's system for assigning statistics based on background. First, a look at the statistics themselves.

Physical Power (PP) is a measure of the relative strength of your adventurer. It is useful in *determining* the chance of success in pitting brute muscle against anyone (or anything).

Physical Condition (PC) covers the general health, endurance, etc. It affects the character's ability to successfully deal with stressful situations (i.e. combat, fatigue, sudden temperature changes, etc.).

Manual Dexterity (MD) is a measure of hand-to-eye coordination and general skill with the hands. It can affect the character's overall ability to use weapons, pick pockets, perform complex magic ritual, etc.

Agility (A) is an assessment of the character's bodily coordination, speed, and control. It also affects combat but goes beyond that to cover riding, climbing, swimming, etc.

Learning & Recall (LR) covers the realm of knowledge learned during the character's past, his present ability to learn and retain specific data (i.e. history, poems, songs, and/or magic formulas), and his future success with dealing with his environment intellectually.

Mental Prowess (MP) is a broad category which covers the character's ability to maintain his 'cool' in tough situations (eliminating the problem of panic), the ability to operate when surrounded by the unknown, and his ability to apply learned data to situations. Note: MP is separated from LR because it is quite realistic to be very learned, yet a fool when dealing with the real world -- and visa versa.

Statistically, we use a range from 2-20 for numerical equivalents for each of these stats. The means of arriving at this number from background skills is quite methodical if followed step-by-step; however, it may seem complex. As soon as this number is determined we will use it to determine further data regarding the adventurer such as combat abilities. Once the game begins however, you will seldom use this number. It is available for use in unexpected situations. In these cases, when the character is attempting to do something he has no real training for but realistically might have a chance at, simply decide which of his stats would govern the greatest amount of success. Then let the player roll a d20 attempting to get under the numeral.

For instance, your player is trying to ride a camel. He has basic horsemanship ability and a good agility. If you wish, a subjective judgement is possible. If you do not, simply have him roll a d20 attempting to get under his agility. If it's close, then you can take his horsemanship into consideration when weighing your decision.

Otherwise, these number statistics are converted into word descriptors. In this way, play is normally not interrupted for a lot of numerical considerations which just distract 'in character' play. You design your campaign with such captions as "This door can only be opened by a man with superior strength." When players and their characters reach the door, you can ask how strong are you. They can respond "Baltak has exceptional strength." The conversion table is simple:

#(stat)	Descriptor	These descriptors agree in rank with the skill descriptors. It is important to note that from campaign to campaign the balance of stats may vary. We should like to recommend that you play up characters with average to good statistics, for the most part, with exceptional ratings only in areas of specialization. Magic items can then be made simply by attaching word descriptors (i.e. Boots of Superior Agility could raise the wearers agility to superior while being worn, giving the wearer all benefits of such a stat.).
2-3	Inadequate	
4-5	Poor	
6-8	Average	
9-13	Good	
14-16	Exceptional	
17-18	Remarkable	
19-20	Superior	

How the system works:

Players are supposed to purchase skills based on needs for their adventurers background, not based on some game mechanic. Because of this, you will find a chart for each of the races, including their available skills, in the back of the book. These charts are to be used by players as guidelines in selecting their class and skills. There is no visible means of determining which skills affect which stats present in those sheets. The GM's Conversion chart is for that task and never belongs in players hands. (Another way to keep players honest is to make use of pre-designed Melanda Character Cards which include everything the player needs and nothing more!)

Each skill, with few exceptions, is preceded by a numerical code. This code is what the GM uses to group skills taken by the player. The grouping goes by the statistic most affected with the training. Therefore, any skill preceded by a one(1) is one that most affects development of Manual Dexterity.

1 = Manual Dexterity	3 = Mental Prowess	5 = Physical Condition
2 = Agility	4 = Learning & Recall	6 = Physical Power

Most skills will be preceded by a two digit number. This is because skills are primarily grouped by the first four stats. The second digit refers to whether the skill affects the characters Physical Condition.

Therefore: 35 Outdoor Survival In the first two examples, the '3' means that the prime attribute affected by taking this training is Mental Prowess. The '4' means Learning & Recall. Always account for the first digits first. Go through and count all of the '3's, for instance, and you will know all the skills that affected Mental Prowess. For all other numbers, do the same. Once you know the total number of skills that affect each of the four prime stats, you are ready to apply them to the stats. This is done by the formula below:

BASE NUMBER (by race) + 1 for every skill/stat taken as a youth +1 for every 2 skills/stats taken as an adult + or - any GM adjustment = Adventurer's Numerical Statistic

Remember that this number is also a word, so make sure to list both on the Character Card.

In practice the system is quick and easy despite the forboding appearance of the formula. On the character background chart is a base statistic listing. Let's say your adventurer has a racial base of A=9, MD=10, PC=8, PP=8, LR=6, and MP=9. The above formula tells us to take our base, add youth skills on a 1-for-1 basis, add adult skills on a 1-for-2 basis, and then add or subtract any subjective adjustments the GM wishes to make. Therefore the above adventurer could look like:

A = 9 + 3 (youth related skills = 3) + 3 (adult related skills = 6) + 0 (no adjustment) = 15  
 MD = 10 + 5 (youth related skills = 5) + 1 (adult related skills = 2) + 0 (no adjustment) = 16  
 MP = 9 + 3 (youth related skills = 3) + 0 (adult related skills = 0) + 1 (gen. adjustment) = 13  
 LR = 6 + 3 (youth related skills = 3) + 0 (adult related skills = 0) + 0 (no adjustment) = 9

If there are any PC or PP numbers in the first digit, hold them until you finish this next step. Look at the second digit. If it is '5', then the skill affects your PC. Total all the '5's from either position. Raise the base PC stat by 1 for every 2 PC skills right across the board. Raise your PP by the same number, plus the total number of any '6's from PP related skills.

The GM adjustment can be made due to a number of circumstances. Perhaps you feel that your player has done everything he can to provide your campaign with a colorful character; yet, somehow the game system didn't give him quite the LR score he expects. He doesn't ever have to know that you adjusted it out of interest in his character and trust in his playing ability. Perhaps you would like to make an adjustment because your player took lots of physical training as a youth but then took only sit-down study as an adult. That could tend to make him flabby. These are just a few examples.

Let's complete your adventurer by filling out his physical description from the charts below:

HEIGHT			WEIGHT						Unusual Features	
Wandel	38"+	PC in inches		B	W*	L/G*	U	O	01-40	None
Baladel	38"+	PC in inches		M/F				M/F	41-49	Big ears
Lyradel	60"+	PC in inches#							50-59	Large nose (ski, hook)
Gisadel	64"+	PC in inches	34-40"	90/80	50	XX	65	XX	60-68	Different color eyes
Uridos	30"+	PC in inches	41-45"	115/100	55	XX	70	XX	69-73	Warts
Omenwedur	56"+	PC in inches#	46-50"	130/115	60	XX	80	XX	74-77	Beauty Mark
			51-55"	145/130	68	XX	XX	XX	78-82	Scar on Back
# - Subtract 2 inches for the female of the species			56-60"	160/145	75	XX	XX	125/100	83-85	" " Chest
			61-65"	XX	XX	115	XX	145/125	86-89	" " Abdomen
			66-70"	XX	XX	140	XX	170/140	90-93	" " Arm
			71-75"	XX	XX	170	XX	215/170	94-97	" " Leg
			76-80"	XX	XX	215	XX	260	98-00	" " Cheek
			81-85"	XX	XX	255	XX	XX		
Eye color			Pure	Mixed						
Baladel	Brown	Any								
Wandel	Blue	Green, Blue, Gray								
Lyradel	Green	Any								
Gisadel	Brown	Any								
Uridos	Any	Any								
Omenwedur	Any	Any								
Hair color			Pure	Mixed						
Baladel	Red-Brown	Any								
Wandel	Silver	Any Light Color								
Lyradel	Golden	Any Brown Shade								
Gisadel	Black	Any Dark								
Uridos	Any	Any								
Omenwedur	Any	Any								

\* - Add 5 pounds to these females

Weight adjustment for PC

Race	B	W	L/G	U	O
PC					
02-04	-20	-10	-15	-15	-15
05-08	-15	-5	-10	-10	-10
09-13	-10	X	X	-5	X

So many choices!

\* - Add 5 pounds to these females

Weight adjustment for PC

Race	B	W	L/G	U	O
PC					
02-04	-20	-10	-15	-15	-15
05-08	-15	-5	-10	-10	-10
09-13	-10	X	X	-5	X

So many choices!





We've spoken alot about youth and young adulthood. What is the measure of such periods of life? What effect does ageing have on adventuring?

Ageing is of maximum importance because it can affect your character's ability to continue performing at full youthful capability. And there is the question of mortality. Characters could die of old age. Therefore, the below chart illustrates the stages of life by race. The variance is due to racial attitudes and to life expectancy under calm environmental situations.

Race	Young Adult	Adult	Middle Aged	Golden Aged	Venerable
Baladel	16	21	55	80	100
Lyradel/Gisadel	16	21	60	85	120
Wandel	16	21	50	75	90
Uridos	20	33	55	80	110
Omenwedur	16	21	40	60	80
Mixed-bloods (like that race you most resemble, or a little less)					

Young Adult - Formative years.

Adult - You're on your own.

Middle Aged - This will affect your characteristic numbers. Agility is the prime statistic affected, lowering it by 2. You will need to recompute strike and defense ratings. Hearing is often lessened.

Golden Aged - Hearing is off here. Eyesight suffers. Bones are more brittle and break more easily. Agility and Physical Power join Physical Condition in lowering 2 each. Learning & Recall drops 2 for any of less than Exceptional rating. Remarkable drops 1.

Venerability - Congrats! For your race, you are setting records. There will be assumed no additional loss here excepting a 2 point drop in Manual Dexterity.

Natural Death is computed upon reaching Golden Age. Graded by races (see below), a percentage roll should be made each year to determine if, during the coming year, the character expires of natural causes. The manner of the demise is up to the GM.

Race	% (cumulative each year)
Baladel	4 (e.g. 4% first year, 8% second year, etc.)
Lyradel	3
Wandel	8
Gisadel	3
Uridos	4
Omenwedur	2



#### MOVEMENT

We all know that money makes the world go around, but how fast? Throughout our discussion we have learned by what schedule the world moves. How about your character? See the simple list below to learn his/her rate of movement by way of different conveyances.

<u>Foot Speed in Melams/Hour (mph)</u>		<u>Land Travel in Melams/Hour(mph)</u>			
Omenwedur	3.5	Pony	4.5		
Lyradel	4	Light Horse/Quarter	8-12		
Gisadel	4	Horse			
All Others	3	Draft Beast	4.5		
		Heavy Work/War Horse	6		
		Wagon w/Horse	3(+5/ extra horse)		
<u>Aquatic Travel in Melams/Day (mpd)</u>		<u>w/Current</u>	<u>Oared</u>	<u>Sailed</u>	<u>Both</u>
Raft/Rowboat		15	20	20	xx
Small Boat		20	30	70	85
Galley		20	40	75	95
War Ship		12	25	45	60
Barge (20 drawn by horse on bank; if behind ship, slow ship ½)					

Your social status governs your net worth at the onset of your adventuring. You are considered to have worldly positions worth approximately the number in front of the slash mark. Behind the slash mark is the approximate pocket cash you can count on at the beginning of the of the adventure. Beneath this social status breakdown is the explanation of Melandansystem of exchange.

Elite - Families of birthrite (Uridos are exceptions to descriptions but not to amounts) 200Bp/30Bp

Privileged - Artisans, skilled professionals, power figures 185 Bp/15Bp

Common - Hardworkers, self-made men(and women), solid community members 160Bp/5Bp

Dregs - Thieves(semi-successful, at best, murderers, etc.) 85Bp/25Pp

#### Monetary System

Inevitably, despite all the glorious aspects of fantasy role playing, your adventurers will get around to worrying about money. The monetary system of Melanda is designed to allow the GM to introduce whatever level of complexity he chooses. A brief history of metalurgy in the familiar parts of Melandan soil follows.

The so-called precious metals - gold, silver, and platinum along with others were extremely rare and virtually unheard of for thousands of years. It was not until the development of the Baladel with their extraordinary mining skills that these metals were introduced into the Melandan society. This naturally created a class of rich Baladeli merchants. Fortunately the economic balance was restored. Unfortunately, it was due to the supply quickly dissapating of these new metals. Most of the precious metals had been used by the rich for jewelry and ornamental purposes.

For ages now, each kingdom has minted its own coinage with the head of state stamped on each unit. In more recent years a coinage of higher rank has been introduced made of bronze. This is now the standard of the realm with an approximate ratio of 50 pewter pieces to the bronze. Copper exists in slight quantities, but is used in making steel rather than coin minting.

This is only a standard for the coin exchange rate will convince you that jealous monarchs often put ridiculous exchange rates from certain opponents' realms. So, prices can vary as do day and night.

One of the ways to make this a matter of interest is to establish the realm of birth or youth the coin of each realm, and maintain a system by which the character's money is kept separated by realm of acquisition. Another, is to acknowledge the numismatic value of coins of ancient times or previous rulers, or perhaps even from no longer existing cities (possibly cities believed only mythical until such trophies are discovered amongst treasure).

At the back of the book you will find an approximate price list intended for use in outfitting characters and determining value of merchandise.

#### COMBAT

So, you've gotten yourself into a scrap! What is it this time - lions? Sand spirits? Or just another party member?

Well, whatever, you're going to need to know some new things about how your character functions under stress: how well does he attack, how well does he defenc, how quickly does he react and how long can he take a beating.

Strike Rating is a measure of your character's ability to attack any opponent. It is a number based on his/her dexterity, agility, combat training, and will eventually be altered by exposure to combat as an adventurer. In order to determine this rating for your adventurer look at his word descriptors for Dexterity and Agility. You will use these for both Strike and Defense Rating. The computed strike rating will be a number you roll against with a d20 in order to hit.

Defense Rating is an adjustor to be applied to your opponent's Strike Rating. It is derived from Coordination, Training and Advancement, and your Armor Value. Find your Armor value below, then turn to the Combat Coordination Chart for strike base and defense adjustor and then apply them to the formulas which follow the chart.

Armor Type	Armor Value	Armor Type	Armor Value
Naked,Clothing	0	Chain	6
Padded	2	Scale	8
Leather	4	Plate	10



## COMBAT COORDINATION CHART

## Agility

		Inadequate	Poor	Average	Good	Exceptional	Remarkable	Superior
	Inadequate	30/+5	24/+5	20/+2	17/0	15/-2	14/-2	13/-3
M A N U A L	D Poor	25/+5	21/+2	18/0	16/0	14/-2	13/-2	12/-3
	X Average	21/+2	18/0	16/0	15/-2	13/-2	12/-3	11/-3
	E Good	19/+2	17/0	15/-2	14/-2	12/-3	11/-3	10/-4
	I Exceptional	17/0	15/-2	14/-2	13/-3	11/-3	10/-4	9/-4
	Y Remarkable	15/-2	14/-2	13/-2	12/-3	10/-4	9/-4	8/-5
	Superior	13/-2	12/-3	11/-3	10/-4	9/-4	8/-5	7/-5

To use: Locate your Manual Dexterity descriptor on the left column. Follow across until you are directly under your Agility descriptor. The number to the left of the slash is your strike base. The number to the right is your defense adjustor.

Now, review the combat training you chose earlier. Weapons training will lower your Strike Rating (make it easier to hit with weapons from a class you are familiar with). Individual Tactics will lower your Defense Rating (make you harder to hit in a damaging way). Use of a shield will also lower your Defense Rating on the scale listed below.

Shield with no training is no bonus if you are attacking as well as defending.  
 Shield with no training is a -1 on defense if you are defending only.  
 Shield with training is a -1 on defense whether you attack or not.

If someone is wearing armor and attempting to defend with a shield with not having taken Individual Tactics, they are penalized by a +1 on both Strike and Defense Ratings.

Now, you have your strike base (from the chart above). Apply the formula below and you will find your Strike Rating with various weaponry.

Strike Rating = Strike base - Training Bonus - Advancement Bonus + or - Special Bonus

Training Bonus = any weaponry training you've taken on a 1-for-1 basis. For example, let's assume Baltak has an Agility of Exceptional and a Manual Dexterity of Remarkable. The chart gives us a strike base of 10. He trained in Crude Weaponry which lowers the base by 1, regardless of weapon type. Therefore, with any untrained-in weapon group, Baltak has a Strike Rating of 9. He further trained in Small Arms once, and then specialized in the hand axe. Therefore, his Strike Rating with any small arm is 8 and with the hand axe, it's 7. He also took Unarmed Combat twice. Crude Weaponry does not help here, so his Strike Rating unarmed is 10 - 2 (units of training) or 8. He is a new adventurer, so he has no advancement bonus. Nor has he acquired any special weapons. So on his Character Card, Baltak would have:

Small Arms	8	Unarmed Combat	8
Hand Axe	7	Other	9

More on this number after we learn your Defense Rating.

Defense Rating has a similar formula with one basic difference. The defense factor you are computing is a measure of your ability to avoid, dodge, or prepare for damaging blows. This is easiest when naked. Therefore, Defense Rating is your ability to offset the burden of whatever protection your wearing when attempting to defend well. So, Defense Rating is:

Defense Rating =  $\frac{1}{2}$  Armor Value + or - Defense Adjustor - Training Bonus - Advancement Bonus + or - Special Bonus or Item

Again, for Baltak, this is simple. He wears chain, uses a shield and has taken Individual Tactics.

Defense Rating =  $\frac{1}{2}$  6 (3) - 4 - 2 = -3 (Once again, no advancement or special bonus)

In actual combat, the striker lowers his Strike Rating by the opponent's Defense Rating. This is what you need to strike that opponent in this combat. When Baltak attacks a creature with Defense Rating 2 with his hand axe, he needs a 6 or better to damage it (Strike Rating 8 - creature's Defense Rating 2).

If Baltak's opponent has a Strike Rating of 7 with its claw, it now subtracts Baltak's Defense Rating (subtracting a minus is adding) arriving at a strike of 10 versus Baltak. (7 - - 3 = 10)

Sound complex? All of the math and chart usage will be accomplished prior to adventuring with results carried by the character. Now the two step process (SR - DR = # to beat on the die roll) achieves maximum realism with minimum complexity in play.

Try it. You'll like it.

Oh yes. You want to know, what about that expensive chain mail adventurers stole or killed for? Well, it does count for something. Let's look into the process of combat and see step-by-step what your adventurers are in for.

### Combat Phases

Whenever combat occurs, play will be continued in a series of phases. Each round is considered 30 seconds and includes all of the phases:

**Intention Phase:** Clarification of the situation must occur first. Then, players must generally indicate their intent. For example, "I will charge and fight," or, "I will look for a place and hide". (This is done so that as the round proceeds we maintain the realism of character's following through on intentions.

**Movement Phase:** A character has the option to put his intentions into practice. If missile fire is intended, a character can still move  $\frac{1}{2}$  of his allotment (see below) and prepare to fire. If a special item or device is magically released,  $\frac{1}{2}$  movement allotment is possible. If none of the above is occurring, characters may move the full allotment. (Not all characters must move, but those that do move according to allotment barring a handicap.)

### Movement Allotment

	Average	Good	Agility Exceptional	Remarkable	Superior	
Naked	6	7	8	9	11	
Padded	4	5	6	7	9	
Leather	4	5	6	7	9	
Chain	3	4	5	6	8	
Scale	3	4	5	6	8	
Plate	2	3	4	5	6	

Numbers refer to the number of hexes the character can cross in melee.

Hexes are considered to be two paces (approximately 6') each.

**Missile Phase:** Let fly! Loose arrows! If there had been no movement, two missiles per round are permissible with all weapons, excepting the cross bow. Otherwise, one missile per round is all that is permitted.

**Strike Phase:** Now, we're down to it. Kill! Main! This is the time for face to face (usually) confrontation. Here players use their Combat Speed as a means for keeping order during melee. Combat Speed will be explained in a moment. During this phase the GM calls out the Defense Rating of the opponents (or adjusts players strikes for them). He will either know or will ask for player Defense Ratings for use with his non-player entities as they attack. Striking determines successful attacks. Damage type of the weapon and therefore, amount of damage dished out determines victory. (In the case of some science and magic use, spells which would happen instantaneously "go off" on the caster's Combat Speed.)

**Magical Manifestation:** This is less of a phase and more of a description of what the party may or may not see or experience. Learning the result of character's "intended" magic release is an important part of this manifestation.

We recommend that you use hex paper and markers or miniatures to eliminate problems as to position and intention.

### Combat Speed

Initially, this is a reflection of the inexperience of adventurers in the real world. For this reason, nearly all adventurers start with a rating of 1 (on a 1-6 basis) which is the slowest possible. As they increase in know-how and hands-on experience in the world of pain and how to avoid it, they can increase this speed. We say nearly all start as a one, to emphasize to GMs that some players within their history have real fighting experience and therefore could begin as a 2. Remarkable Mental Prowess might also be a reason for raising this value.



## Personal Energy Points (PEPS)

A stone troll (Balagrak) has been pounding away at you for some time now and the thought has crossed your mind that you might be dying. You have suddenly developed a keen interest in knowing how damage is handled in Melanda. Well, it is time that you discovered your Personal Energy Points. PEPs, as they will be referred to from now on, represent a character's available life force, his ability to withstand punishment and strength to carry on.

When damage is applied to a character's PEPs it does not only imply blood loss, but also includes such things as battering, bruises, internal injuries and fatigue. A player whose PEPs reach or fall below zero is considered unconscious, but not dead. He may be revived after combat has been resolved by anyone who possesses medicinal skills. The player has as many rounds as points of Physical Condition to be revived, or he will give up the ghost. Healing and Recovery are covered later.

Determination of a player's PEPs can be discovered by cross referencing your race with your Physical Condition (PC) on the following chart.

PC	Baladel	Gisadel/Lyradel	Wandel	Uridos	Omenwedur
20	115	110	100	105	110
19	110	105	95	100	105
18	105	100	90	95	100
16-17	100	95	85	90	95
14-15	90	85	75	80	85
12-13	80	75	65	70	75
10-11	70	65	55	60	65
8-9	60	55	45	50	55
6-7	50	45	35	40	45
4-5	40	35	25	30	35
2-3	30	25	15	20	25
1	25	20	10	15	20

Damage due to combat is the primary way in which a character loses peps. The manner in which this is determined is quick and efficient. Having selected your weapon, you engage your enemy. Each weapon has been assigned a rating based on the amount of damage potential. (See Weapons by Damage Class Chart) Once you roll the die 'to hit' versus what you need against this foe, you will declare one of three things:

"Miss!" (the rolled number was not higher than your needed strike factor)

"Hit!" (the rolled number was exactly what you need for a successful strike)

"Hit plus ??!" (the rolled number was ?? over what you needed)

As the GM, you can see on the Damage by Weapons Class Chart that the player's short knife (Type I) scores 4 peps of damage when the hit is a hit plus 5, or 6. The adventurer's opponent has just taken four peps of damage. By rolling a percentage at the same time your player rolled 'to hit', you can see (on the Strike Area graph) the location of the attempted strike. Even had he missed, you could have added to the color of the combat by saying, "You just missed his left ear!"

## Critical

Players and non-player entities can be banged and bruised out of all their peps, but that could take a while. We all know that one lucky or skillful shot can bring an enemy to his knees (or send him to the Happy Hunting Grounds). Therefore, Melanda has a critical system for the chance that a strike is more deadly than the previous. Here is where armor becomes an asset.

Any hit which causes a pep reduction greater than the Armor Value of the recipient, results in a critical hit. The percentage you rolled for location can be cross-referenced with the weapon damage class on the Effect of Critical Hit Chart to discover the full destruction caused by your player's hit.

## Healing and Recovery

Practical and scientific means of healing are covered in full in the Magical Power and Science section. Natural recovery of peps is equal to the player's Physical Condition. In other words, someone with a PC of 14, can recover 14 peps during rest (overnight or a good 10 hours of combat free leisure).

## Combat Advancement

Following combat, Combat Points (the total of the creature's characteristic values - See the Non-Player Entities section) must be awarded the victors. The award should be made based on player participation in the combat. These points are accumulated and traded in for either a reduction in Strike or Defense Rating (at an exchange rate of 1,000 points/reduction). If you lowered your rating for 1,000 points, your next reduction would cost you 2,000 points; then, 3,000, etc.

Many elect to increase their Combat Speed instead. The ratios are the same, but to have a Combat Speed of three requires a total of 28 as the total of your MP and A. Without that you can never have higher than a two Combat Speed. A four requires 32. A five requires 35.

## NON-PLAYER ENTITIES

17

As in any fantasy role playing game, there are a myriad of non-player beings that the GM is responsible for. These entities fall into four basic groups:

General Populace - this includes the inhabitants of your towns, villages, etc., from top government officials to the town drunk.

Personalities - all persons whether friend or foe who have special traits, interests, or powers which might affect gamers.

Animal Life - this includes all creatures indigenous to Melanda.

Extraordinary Entities - creatures or being considered to be enchanted, semats, mythological, or from the spirit world.

Generating these entities is a time consuming but rewarding endeavor. In creating either of the first two groups, especially Personalities, one should keep in mind the Melanda system for player character generation which you have just read. To what extent you need to follow those guidelines is dependent on the type of character you are creating and on specific you will need to be to play the individual to the fullest.

Traditionally, fantasy role playing games provided all the pertinent details of each entity in the final two groups. This left little room for the kind of creativity Melanda endeavors to encourage. To this end, we will first define the characteristics that you should know about each creature in order to make them playable under the Melanda System. Secondly, we will give you some examples of predesigned creatures. Even these are intended as guidelines, for we believe that the more variety you have in basic creatures (even within their own ranks), the less player characters can take for granted. Finally, we will detail a system for generating any or all the creatures necessary to your campaign. This system is a simple but efficient method which allows for the flexibility necessary to vary encounters properly.

### DESCRIPTIVE FORMAT

The following is an explanation of the characteristics given to each creature and how they relate to the overall game system and your campaign design.

Basic Characteristics: Each animal or creature is rated between 1 and 20 in each of the following five categories, with 20 representing superior ability.

Intelligence - ability to use logic, language, or to learn from past experience.

Coordination - combination of natural dexterity and agility.

Training/Predatory Skill - in humanoids, the level of combat training experience, and in others, the level of hunting skills, both natural and developed.

Advancement/Predatory Rank - the amount of difference between a totally inexperienced fighter/predator and one who has survived previous attempts. Animals with relatively short life spans would be limited as to how much they could advance. (This category is a great way to individualize creatures of the same species.)

Special Abilities - anything from innate natural abilities (flight) through natural or unnatural protection systems, magical items, etc.

Combat Variables: This represents those numbers needed to carry out the mechanics of combat.

Strike Rating: The measure of the creatures's ability to attack, hit, and damage any opponent.

Damage: The type and range of damage inflicted is indicated. Numbers in parenthesis indicate additional damage done due to the physical power of the creature.

Armour Equivalent: This refers to the degree of difficulty in penetrating the protective devices of the creature, whether that be thickness of hide, armour or magical aura.

Defense Rating: The creature's ability to maneuver away from the blows of its adversary, making allowances for the bulk of the creature's protective devices, is determined.

Combat Speed: This combines the creature's ability to assess the situation and react to it, and its physical speed in completing a move. In game terms, it determines not only the initiative (who strikes first), but also the number of strikes permissible within a given combat phase.

Special Combat: This section briefly characterizes any special abilities the creature possesses which effect combat. These abilities include such things as fire breathing, flying, ESP, and invulnerability to normal weapons.

General Information: Herein lies information concerning the creatures, physical description, natural habitat, aggressiveness and morale. Also notes on their history, social behavior, and political structure may be included.

ANIMAL LIFE

Melanda is a place where magic abounds; in fact, it permeates the very existence of all things. Therefore, all creatures of Melanda share this magic and are extraordinary in some manner. However, the purpose of the following examples is to show those creatures known and accepted by the general populace and of which some study has been made.

Avians: The skies of Melanda are filled with a variety of creatures, not all of which are classified as birds. Birds, however, do constitute the overwhelming majority. In addition to their normal functions in the ecology, each type of bird in Melanda seems to possess a significance peculiar to its species. The special function of each species is not known for all birds; however, certain elderly lorist might expound on this notion with the following examples. Doves, long a symbol of peace, are harbingers of impending cessation of combat. Armies in the midst of battle have been known to actually stop fighting and throw down their weapons upon seeing a dove land on the battlefield. Sentinels perch themselves on the top-most branches of trees and from this vantage point, they purvey the surrounding countryside. If any creature (including humanoids) is threatened with impending doom, the bird will cry out "goaway" in a shrill voice. (Needless to say, this is a bane to hunters and a boon to adventurers.) The albatross may be a welcome sight to whalers or fishermen because it announces the coming of a school of whales. Finally, the brightly colored jungle parrot, which can mimic speech, can be trained for jungle communications.

The following are some examples of avians which you can use to design winged creatures for adventurers to encounter in your campaign.

ALBOK\*

PEPS = 35

Intelligence	2
Coordination	10
Predatory Skill	15
Predatory Rank	5
Special Abilities	10
	—
	42

Strike Rating	16
Damage	II
Armour Equivalent	5
Defense Rating	2
Combat Speed	2
Special Combat	Surprise 1-5 on 1d6, Blinding light flashes (3x/night)



General Information: These large predatory birds terrorize almost all living things in the forest which are not sheltered at night. They kill only for food, but have a ravenous appetite (they eat their own body weight, from 40 to 60 pounds, per night). They inhabit nests at the top of tall trees. These nests never contain anything of value except Albok eggs which have considerable worth. The Albok's outstanding success as a hunter is predicated on his extreme speed, his ability to fly silently, his keen night vision, and the peculiar magic nature of his eyes. An Albok's eyes are capable of emitting an extremely bright light which will temporarily blind its victim for 3 to 5 rounds.

Encounter Mode: The Albok's strategy is not complex. While flying silently above, they spot their prey with their keen night vision, and swoop down with amazing speed. Simultaneously, they will emit the blinding light from their eyes. If the victim is not killed on the first strike, the Albok has three more strikes at a blinded victim to finish him off. Although Alboks are not easily discouraged, they will fly off if they take substantial damage.

\* Basic statistics (not including Special Abilities) could be used for any large bird of prey. Examples: Giant Condor or Vulture

EAGLE

PEPS = 75

Intelligence	15
Coordination	10
Predatory Skill	12
Predatory Rank	10
Special Abilities	5
	—
	52

Strike Rating	13
Damage	II
Armour Equivalent	4
Defense Rating	3
Combat Speed	2
Special Combat	Mind Speak

General Information: Eagles are the most revered of all birds, both by the general populace and by other birds. They are generally reclusive, building their eyrie on inaccessible mountain peaks. However, historical records indicate that eagles were invaluable sources of information during some of Melanda's most turbulent eras. Their keen eyes purvey the area as they glide above the countryside and their ability to "mind speak" allows them



to convey that information to humanoids. But, eagles are very selective with the use of this talent, utilizing it only at certain times and for certain individuals.

Encounter Mode: Encounters with eagles are rare, and often end abruptly as the eagle takes flight and soars away. Eagles are highly unpredictable, however, and a solitary eagle may under certain circumstances light on a high branch of a tree and communicate with a band of adventurers.

#### GRYPHON

PEPS = 100

Intelligence	5	Strike Rating	12
Coordination	12	Damage	III
Predatory Skill	12	Armour Equivalent	5
Predatory Rank	15	Defense Rating	2
Special Abilities	5	Combat Speed	1
	49	Special Combat	Flight

General Information: The appearance of this creature is one of the most awesome and spectacular sights on Melanda. Gliding through the air as majestically as an eagle, the gryphon has the same general body mass and appearance as a large member of the Sardinian family. The gryphon has the head, wings, talons and flying capabilities of an eagle, and the body of a great cat. They are generally found within sight of a river. Mythos would suggest that gryphons are guarding some treasure beneath the water surface; however, this has not been validated to anyone's knowledge.

Encounter Mode: Gryphons are not eager combatants and may attempt to avoid encounters with humanoids. Two things, however, will arouse their instinctive aggressiveness: the mere presence of horses (their favorite meal) and any attempt of a group to cross a river. Parties attempting to cross a river on horseback will send the gryphons into a berserk rage. The cause of this idiosyncrasy is not known. However, it is well documented that once engaged in combat, gryphons make fierce foes who will battle until they are either victorious or dead.

#### PEGASUS (See Espian Section)

#### KING BATS

PEPS = 27

Intelligence	1	Strike Rating	16
Coordination	16	Damage	1 Plus Special Blood Drain 1-6
Predatory Skill	6	Armour Equivalent	5
Predatory Rank	6	Defense Rating	0*
Special Abilities	10	Combat Speed	3
	39	Special Combat	Sonar, speed, aerobatics

\* Example of using creature's special ability to lower defense rating.

General Information: These are larger and more aggressive cousins of the jungle fruit bats or the small vampire bats which plague cattle and other docile mammals. However, unlike their smaller cousins, King Bats do not gather in large numbers, but rather stay in communities of 12-30. They generally attack only at night; but they may often be discovered in underground caverns. Although King Bats will drain blood from any mammal, they particularly thirst for Omenwedur blood.

Encounter Mode: Despite their aggressiveness, King Bats prefer to attack solitary figures or groups, particularly those which have had heavy wounds inflicted on them in a previous battle. They encircle their prey, continually swooping and striking. They will only attach themselves to the back of their victim.

\*\*\*\*\*

Marine Life: The underwater life of Melanda is both beautiful and dangerous. The beauty takes many forms, from brightly colored sea urchins and anemones to thousands of small fish moving in unison as they weave through coral. The danger also comes in many forms, even under the guise of beauty. Here are a few examples of the latter.

#### VIPERFISH (GIANT)

PEPS = 55

Intelligence	1	Strike Rating	16
Coordination	11	Damage	Special
Predatory Skill	18	Armour Equivalent	0
Predatory Rank	10	Defense Rating	(-3)
Special Abilities	0	Combat Speed	1
	39	Special Combat	None



General Information: The giant fish are natural creatures which until recent times were thought to inhabit only the great depths of the oceans. However, recently these Viperfish have been terrorizing the fishing industry. Not only have they been eating great quantities of fish, but they also ram ships and swallow crew members whole. These creatures kill not only for food, but have quite large requirements (about 200 pounds a day).

Encounter Mode: The Viperfish have luminous organs along each side of their bodies. This pretty purple light attracts large schools of fish, which in turn attracts fishing vessels. Whether eating fish or fishermen, the Viperfish first catches the victim in its front teeth and then swallows it whole. These creatures never chew their victim and the victim may be cut out alive if done so within the first hour after ingestion.

#### PIRANNAH

PEPS = 12

Intelligence	2	Strike Rating	13
Coordination	20	Damage	Type I
Predatory Skill	20	Armour Equivalent	0
Predatory Rank	2	Defense Rating	(-4)
Special Abilities	0	Combat Speed	3
	—	Special Combat	Gregarious, swim in large schools
	44		

General Information: Although the individual pirannah is not of great size or power, the pirannah represents one of the most deadly perils of the tropical waters. Pirannah are found in tropical streams, rivers and occasionally in lakes. They are quite gregarious and swim in large schools. They display amazing speed in the water. Armed with extremely sharp, razor-like teeth, pirannah will eat any type of meat which it encounters when hungry.

Encounter Mode: Pirannahs give no warning when they attack. The school moves quickly beneath the surface of the water and simply surrounds its prey. The fish tear the prey apart little by little, consuming all the flesh off the bone. Individual pirannahs are fairly easy to kill, but since the school may number as many as 1,000 fish, the prey seldom has time to inflict much damage before being devoured.

#### WANDRA (Water Hydra)

PEPS = 90

Intelligence	2	Strike Rating	15
Coordination	12	Damage	Paralyzation
Predatory Skill	16	Armour Equivalent	0
Predatory Rank	16	Defense Rating	(-1)
Special Abilities	5	Combat Speed	5
	—	Special Combat	Total Regeneration
	51		

General Information: The Wandra lives in freshwater rivers and lakes. Their appearance is that of a gelatinous blob with five sting-like tentacles. These tentacles are approximately 5' in length and have stinging capsules at their ends which paralyze the victim. The Wandra only kills for food (generally small fish); but it has been known to attack an occasional swimmer.

Encounter Mode: When attempting to capture food, the Wandra will contract into a perfectly round shape, appearing as a beautiful orange ball to attract the prey. If the prey approaches, it quickly unleashes its paralyzing tentacles. The Wandra pulls its paralyzed victim into its mouth where a digestion process taking several hours begins. It is a very slow swimmer and cannot use any of its combat speed for defense.

#### WANESPE (See Espeian Section Under Mammals)

#### LEECH

PEPS = 8

Intelligence	2	Strike Rating	18
Coordination	6	Damage	Type I & Special
Predatory Skill	10	Armour Equivalent	0
Predatory Rank	6	Defense Rating	3
Special Abilities	0	Combat Speed	1
	—	Special Combat	Sucks blood at rate of 1-6 Peps per round
	24		

General Information: The Leech is a giant blood-sucking worm. This parasite is found in the rivers, lakes and water ways of Melanda (especially in those which are polluted or unsanitary). The leech swims by undulating its body in the water or by using its suckers to grip the bottom. It is a feeder of blood -- both animal and humanoid. Instead of a mouth, the leech has a front sucker and it also has powerful suckers at the hind end of its body. Some healers have used small varieties of these parasites in medicinal blood-letting rituals.

Encounter Mode: The giant leech attaches itself to a host by means of its powerful hind suckers and then applies its front sucker to the host's skin. Making a Y-shaped incision with the jaw-like teeth of its sucker, the leech begins to suck blood from its victim. The leech can absorb up to 10x its own body weight in blood and only then will it detach itself from the host.

#### STONE FISH

PEPS = 15

Intelligence	0	Strike Rating	Special
Coordination	5	Damage	I & Special Poison
Predatory Skill	12	Armour Equivalent	3
Predatory Rank	8	Defense Rating	1
Special Abilities	5	Combat Speed	1
	—	Special Combat	Camouflage
	30		

General Information: These small fish stay almost completely motionless at the sea or lake bottom. They possess the natural camouflage of appearing to be a rock. Since they only move rarely to feed, sea vegetation actually clings to and grows on their back.

Encounter Mode: Stone fish are particularly fond of a specific type of tiny fish that feed on vegetation that grows on wooden objects. Thus the stone fish is often found near sunken ships. Although they have powerful jaws, they only use them to seize their unsuspecting prey. For defense, the stone fish has not only its camouflage, but also two poisonous spines. Its poison is one of the most venomous in all Melanda. In fact, once injected, an individual has only the number of rounds equal to his PC to be treated or die.

#### EEL (MORAY & LIGHTENING)

PEPS = 25

Intelligence	0	Strike Rating	15	} Lightning 2-12 Shock Moray Automatic Critical
Coordination	10	Damage	II	
Predatory Skill	10	Armour Equivalent	4	
Predatory Rank	5	Defense Rating	0	
Special Abilities	5	Combat Speed	1	
	30	Special Combat	Damage	

General Information & Encounter Mode: Moray: A beautiful but deadly creature, the eel comes in a variety of rainbow colors. It quietly awaits its prey, burrowed in some hidden crevice. Then in one quick movement, the moray strikes with its powerful teeth and jaws. Only someone with remarkable strength or better can pry the moray's jaw loose after a successful strike. Many swimmers have been dragged to their deaths attempting to free themselves.

Lightening: This eel will never be mistaken for a thing of beauty, nor does it make any attempt at concealment. The lightening eel swims leisurely through its territory. Once a victim is spotted, the eel emits a lightening bolt from its tail, which comprises approximately 90% of its body. The shock is enough to stun small fish (the eel's normal diet) in the surrounding water. A direct shock causes considerable damage and several jolts can kill a mammal the size of a humanoid.

\* \* \* \* \*

Arthropods: This classification spans a myriad of creatures, ordinarily considered of little note in the daily life of Melanda. Bugs, flying insects, and other diminutive pests are included. However, since nothing is innocuous on Melanda, many strange abilities are attributed to these small insects. For example, one tiny bug has been rumored to turn anything it touches to gold. Legends say that there are illumination beetles which provide enough light to read by, and many other stories abound. Listed below are a few examples of Arthropods that adventurers should be wary of.



GIANT MOSQUITO

PEPS = 6

Intelligence	2	Strike Rating	17
Coordination	20	Damage	Special
Predatory Skill	8	Armour Equivalent	0
Predatory Rank	0	Defense Rating	0
Special Abilities	0	Combat Speed	3
—		Special Combat	Sucks blood at rate of 1-10 Peps per round
30			

General Information: Mosquitoes are found in most warm, humid climates, but are most prevalent in swamps or near lakes and rivers in the jungle areas. They breed in water and the larvae stage of the mosquito is aquatic. In its adult stage it is a giant winged insect (approximately one foot long). It feeds on animal and humanoid blood. It is most feared as a carrier of disease, particularly the dreaded Yellow Swamp Plague.

Encounter Mode: When mosquitoes fly, they produce an audible vibration like an insistent whining and therefore can usually be heard before they attack. The mosquitoes often travel in swarms of up to 100; however, they also may appear in twos, threes or even one at a time. The mosquito pierces the skin of its prey with sharp slender stylets or tubes located on its head. It injects a small amount of saliva-like liquid into the victim before beginning to suck its blood. It will generally only attach itself to an animal or human for a round or two since it is quite vulnerable to attack.

RED DEATH (GIANT ARMY ANTS)

PEPS = 60

Intelligence	12	Strike Rating	15
Coordination	8	Damage	Type III
Predatory Skill	10	Armour Equivalent	6
Predatory Rank	8	Defense Rating	6
Special Abilities	0	Combat Speed	1
—		Special Combat	None
38			

General Information: The dreaded "Red Death" is a nomadic swarm of giant army ants which periodically plague the jungle region of Melanda. These red ants are generally dormant and inhabit large underground tunnels in the tropical jungle where they raise their brood. When the nest begins to swarm, however, the ants become highly predatory and destroy every living thing in their path. The ant swarm possesses a highly stratified social order. The Queen, which is ten times larger than the one-foot long workers, is the supreme commander. She is surrounded by three-foot long males who serve as her lieutenants. Although completely blind, the worker ants are equipped with a very sensitive feelers to locate food and a stinger which can inject an acid-like poison.

Encounter Mode: The "Red Death" is feared by all inhabitants of the jungle, and in fact all jungle animals flee from the swarming ants. Constantly in search of food, the ant swarm moves like an army under the direction of the Queen. They will consume any form of living matter, although meat is particularly attractive to them. The Queen will send out scouts periodically to chart the areas around and in front of the swarm. The worker ants are totally loyal and mindless soldiers. They will fight to the death against hopeless odds, especially if the Queen is threatened. Also, although the ants cannot swim, they have been known to cross streams and small rivers by making a bridge of ant bodies.

SPIDERS (GIANT)

PEPS = 78

Intelligence	12	Strike Rating	11
Coordination	8	Damage	Type II & Poison
Predatory Skill	18	Armour Equivalent	6
Predatory Rank	14	Defense Rating	0
Special Abilities	10	Combat Speed	4
—		Special Combat	Shoots Web, Poisonous Bite
62			

General Information: The spiders of Melanda could easily fill volumes. The range in size and capabilities is enormous. The giant spider (which is only slightly smaller than an average Omenwedur) described here has forced its way into prominence because of the frequency with which it appears and its destructive abilities. Generally, these spiders inhabit the darkest part of a forest, but if left unchecked, they may pervade the entire woodland. Counterparts to this spider appear in every conceivable clime, including the dreaded Albino Ice Spider.

Encounter Mode: The webs of these spiders are paramount to a tree house. Spinning webs from tree top to tree top, they build a home of several compartments (rooms), each with a special purpose. A place to store food, to eat, to mate, and to lounge are included (and a very old spider may have additional places sectioned off). To set its food traps, the spider spins a web between two trees, from ground level to about 10 hands high. The webs have three unusual qualities: first, it has a strength equivalent to a horsehair rope (capable of snagging a deer in flight without breaking); second, it secretes a sticky substance which requires exceptional strength or better to remove (more difficult than it sounds since the victim is entangled as well); and third, it is invisible when dry. Upon seeing a victim struggling in this web, the spider begins webbing between all the trees in the immediate vicinity (these webs may be already partially built by the spider). Therefore, victims lucky enough to free themselves from the first web may be easily caught in a second or third web. Once its snare webbing is completed, the spider will attempt to encase its prey in a cocoon and hoist him with tow lines to the storage place. Many a victim has lived for several weeks, in preparation for being eaten, only to die of starvation. Anytime during the confrontation that the spider can bite the victim without engaging it directly, it will do so. The venom does not kill (as in the case of many species), but acts as a paralyzing agent. The venom also keeps the encased victim alive longer and therefore fresher for the spider's dining pleasure. It will eat almost anything trapped, although it is particularly fond of short, plump critters such as bear cubs, baladels, pigs and uridos.

\* \* \* \* \*

Amphibians: A relatively small but extremely interesting classification, amphibians are capable of living their entire lives either underwater or on land. Most of the known and studied amphibians live in areas where both environments are easily accessible. It is rumored that Wandels use certain types of newts much the same way that Omenwedurs employ homeing pigeons.

#### BASILISK (GIANT)

PEPS = 35

Intelligence	2
Coordination	18
Predatory Skill	7
Predatory Rank	5
Special Abilities	3
	—
	35

Strike Rating	16
Damage	I
Armour Equivalent	6
Defense Rating	2
Combat Speed	2
Special Combat	Remarkable Speed, Exceptional Swimming and Climbing

General Information: This giant lizard is found most frequently in tropical climate zones, but there is a related species which resides in desert regions. Basilisks are fish-eaters and only kill for food. They are only hostile when provoked, but will generally flee, if they can, rather than fight. The skin of a Basilisk is extremely valuable (100 bp) due to its remarkable water resistance and rugged durability. It is highly prized by the Wandel and other maritime adventurers.

Encounter Mode: Although not a very capable fighter, the Basilisk is quite remarkable when it comes to defense. It is always found near a river. The Basilisk will use its extreme speed to outdistance pursuers (faster than humanoids) and when it reaches the river it will continue to run right across the surface of the water for up to 100 yards. The Basilisk can accomplish this feat due to its speed and the placement of scales on its feet which act as water skis. If the Basilisk still feels threatened, it is capable of sinking directly to the bottom of the river where it will run along the river bed in the opposite direction. It can stay submerged for up to 2 hours.

#### GIANT FROGS

PEPS = 40

Intelligence	2
Coordination	6
Predatory Skill	12
Predatory Rank	6
Special Abilities	4
	—
	30

Strike Rating	13
Damage	II
Armour Equivalent	4
Defense Rating	5
Combat Speed	1
Special Combat	Long Sticky Tongues

General Information: Found near lakes and swampy regions, these giants (the size of a small pony) are quite docile and content to bask in the sun all day. However, at feeding time they become deadly adversaries. Although their favorite meal is small flying creatures, they have been known to attack animals as large as a female pegasus.

Encounter Mode: Their coloring enables them to blend into their environment to a large degree. These frogs can leap up to 20 ft. or so. This allows them to surprise their prey 4 of 6 times. With an imperceptibly quick thrust of its tongue, it strikes its victims. The surface of its tongue is rough and sticky (requiring at least exceptional strength or better to break free). Once caught, the victim is swallowed whole. It takes approximately ten combat phases for their digestive juices to kill a live victim.



#### LIZARD MEN\*

Intelligence	10
Coordination	13
Predatory Skill	15
Predatory Rank	10
Special Abilities	7
	55

PEPS = 70

Strike Rating	12
Damage	III
Armour Equivalent	8
Defense Rating	3 on land/-3 in water
Combat Speed	1 on land/ 2 in water
Special Combat	Secretion of masking agent when fighting underwater

General Information: Lizard Men belong to one of the many intelligent sub-humanoid races. Legends indicate that many of these races flourished on the banks of great lakes and oceans, but returned to sea with the emergence of the Omenwedur. The keep mostly to their own kind and a chance encounter often passes without incident. However, several times a year these sub-humanoids get a craving for meat in their diet. Though they do not eat other humanoids, they are fond of horses and cattle. Entire herds of cattle have been slaughtered, carried off, and their herders killed. Lizard Men have also been known to set up ambushes near bridges and fords to commandeer the horses of passersby.

Encounter Mode: When on a mass onslaught, Lizard Men use standard military strategies and tactics. Ambushes consist of allowing a group to get halfway across a body of water and then without warning the Lizard Men strike. Leaping from the water, they attempt to knock the victims into the water, where their natural abilities make them superior fighters. This attack may come from both side of the bridge simultaneously.

\* Other than Intelligence and Special Abilities, these basic characteristics could be used for any of those underwater races previously mentioned.

\*\*\*\*\*

Reptiles: Despite their relatively small size, reptiles represent one of the more dangerous classes on Melanda. Some reptiles are beneficial, even helpful at times (the giant sea turtle has been known to save shipwrecked sailors). Also many pure bred races prefer the eggs of lizards over the chicken eggs which the Omenwedurs are fond of.

#### ANACONDA

PEPS = 90

Intelligence	6	Strike Rating	14
Coordination	14	Damage	Special
Predatory Skill	14	Armour Equivalent	4
Predatory Rank	10	Defense Rating	2
Special Abilities	0	Combat Speed	1
	44	Special Combat	Constriction, $\frac{1}{2}$ PC/rnd. Swallows prey whole

General Information: The Anaconda is an extremely large water snake which abides in the rivers in tropical areas. It grows to a size of 50 to 60 feet long. Its dark green color serves as camouflage in the water. Although the snake generally subsists on aquatic animals and fish, it will eat just about anything that passes by if it is hungry (and it has a big appetite!).



Encounter Mode: The Anaconda stays totally submerged and concealed in the water, with only its head floating above the surface. The giant snake waits patiently for prey to approach, then strikes suddenly, wrapping itself around the victim. It constricts the prey and strangles it to death. The Anaconda then swallows the dead victim whole.

#### BOA CONSTRICTOR

PEPS = 48

Intelligence	6	Strike Rating	13
Coordination	16	Damage	Constriction $\frac{1}{2}$ PC/rnd.
Predatory Skill	14	Armour Equivalent	2
Predatory Rank	10	Defense Rating	1
Special Abilities	0	Combat Speed	3
	46	Special Combat	Bites to capture prey (Type I) then coils and constricts.

General Information: The boa is among the largest and most primitive snakes. Its massive body (approximately 30 feet long) is not particularly graceful, although it is a marvellous tree climber and a competent swimmer. The great snake spends most of its life coiled in the lower branches of trees in the tropical jungle. It lives exclusively on living animals. Its jaws are equipped with numerous small fangs, which although not poisonous enable the snake to seize its prey and hold it during ingestion.

Encounter Mode: The boa generally drops on its unsuspecting prey from the lower hanging branches of trees. It first attempts to capture the prey in its jaws and then, with lightening speed, it surrounds the victim in a coiling motion. It will not release this fatally constricting hold until the prey is quite still and lifeless. Death comes by strangulation and the boa then swallows the prey whole, often taking days to digest a large animal or humanoid.

#### SPITTING COBRA

PEPS = 48

Intelligence	6	Strike Rating	13
Coordination	12	Damage	Special Poison
Predatory Skill	18	Armour Equivalent	2
Predatory Rank	10	Defense Rating	1
Special Abilities	0	Combat Speed	2
	46	Special Combat	Injects or spits venom

General Information: One of the deadliest snakes, the Spitting Cobra is extremely poisonous possessing a potent and fast-acting venom. It inhabits tropical regions and may grow fairly large in size (up to 9 feet in length). Its diet usually consists of small, warm-blooded animals; however, it will attack larger creatures, including humanoids. When attacking or frightened, this snake displays astounding speed and agility. Its most dangerous defense, however, is its ability to either spit its venom or inject it through a bite.

Encounter Mode: The cobra, like most poisonous snakes, injects its poison by means of two fangs. The fangs of this snake have developed a unique trait. The venom canal is at the front of the fang enabling the cobra to spit the poison with great force and accuracy at any given target. The venom thus inflicted causes an intense pain and blindness if the stricken victim's eyes are not washed immediately. When bitten, humanoids generally die within minutes unless they are treated with the antidote. Also unique to this species is the appearance of two-headed cobras (1 in 10). The rare two-headed cobra is a double threat, but is valuable as a display animal for menageries.

#### CROCODILE

PEPS = 90

Intelligence	4	Strike Rating	16
Coordination	8	Damage	Type III
Predatory Skill	10	Armour Equivalent	8
Predatory Rank	14	Defense Rating	7
Special Abilities	0	Combat Speed	1
	36	Special Combat	None

General Information: The Crocodile inhabits the muddy waters of rivers and estuaries in the tropical regions. The adult length is generally about 30 feet. Crocodiles are meat-eaters, with extremely powerful jaw muscles and sharp teeth. It is also a very good swimmer and has the ability to swim considerable distances. The Gisdels have been known to capture these beasts, despite the dangers involved for their meat (which is considered a delicacy) and for its hard leathery skin. The eggs are also collected and oil is made from them. There are stories in Gisdels folklore about foolhardy souls attempting to wrestle with or ride on the backs of crocodiles, which has spawned an old Gisdels saying: "Never smile at a crocodile."

Encounter Mode: The diet of the crocodile is generally fish, but it will attack any type of creature if it is hungry. It may attack unexpectedly, and is responsible for countless humanoid deaths. It prefers to attack in water where its swimming ability provides an advantage. The female will attack in defense of her nest of young (there are generally 20 eggs per nest). It may be encountered alone or in large numbers near good feeding grounds.

CHAMELEON

PEPS = 20

Intelligence	0	Strike Rating	13
Coordination	4	Damage	Type I plus swallowing
Predatory Skill	10	Armour Equivalent	4
Predatory Rank	4	Defense Rating	5
Special Abilities	7	Combat Speed	1
	25	Special Combat	Camouflage, tongue thrusting

General Information: A truly gruesome looking beast with three large horns on its head, the chameleon is rather harmless most of the time. It has no real ability to use its horns and must rely on camouflage for defense. Extremely slow moving and lazy, the chameleon finds a nice comfortable spot and simply waits for something edible to come along. Then, in a blink of an eye, its tongue zaps out and captures the unsuspecting victim.

Encounter Mode: The giant chameleon stands about 7 hands high and is about equal in length. Because of its natural camouflaging ability, it may easily be mistaken for a small mound of earth. Its tongue can strike out a distance of up to 10 hands and therefore catch adventurers totally off guard. There is a 1 in 6 chance that anyone will spot the presence of a chameleon (improve to 2 in 6 for those having woodland background). Its tongue surface and swallowing is similar to that of a giant frog.

\*\*\*\*\*

Worms: Relatively small in size and numbers, this class has left its mark on Melanda. Their special abilities are numerous -- soil worms aid farmers with their crops, glow worms terrorize campers with a fiery secretion which starts fires, sea worms (a delicacy beyond description) frighten predators by looking exactly like lightening eels, and so on. A description of a few peculiar species follows.

WIGGLE#

PEPS = 1

Intelligence	0	Strike Rating	10
Coordination	0	Damage	All strikes critical
Predatory Skill	0	Armour Equivalent	0
Predatory Rank	0	Defense Rating	0 (10 if hovering)
Special Abilities	18	Combat Speed	1
	18	Special Combat	See below

General Information: An extreme danger to all life forms on Melanda, these creatures have been destroyed by the millions in years past. The appearance of wiggles is now reported rarely and in very small numbers (7-12). The mere mention of a wiggle infestation, however, excites a primal fear in most intelligent life.

Encounter Mode: Speeding through the air with no visible means of locomotion or support, the wiggle leaves behind a glowing trail of light due to its extreme speed. It races through space in a straight line, boring through (by eating) any organic material in its path. When it reaches some inorganic substance it randomly veers off starting a new trajectory. It continues this pattern for 5 combat rounds and then hovers for the sixth while digesting. While hovering, it is particularly vulnerable (defense rating of 10). Any hit on a wiggle will kill it. Should an adventurer be in the wiggle's flight path and be struck, the wiggle will bore right through him causing an automatic critical hit.

\*GM NOTE: Characters with metal armour should subtract their armour value from their defense rating since the inorganic armour is now a great asset.

#SQUIGGLE

A close cousin to the wiggle, the squiggle travels through the earth as fast as the wiggle travels through the air. The exact nature and function of this creature is unknown, however, it has been used as a kind of spy or information gatherer. Just how they relay the information they garner is uncertain. They may follow travelling bands, periodically emerging from the earth's surface to peer about. The only visible sign of the presence of a squiggle is a small mound of dirt left behind when it surfaces. It is nearly impossible to catch a squiggle in the act of scouting.

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Mammals: Although there are relatively few species in this classification, mammals have gained prominence in Melanda due to their adaptability. Mammals have conquered the air, land and sea. Many of the sub-humanoid races have developed intelligence and have even built civilizations which rival the greatest humanoid ones of Melanda.

SARDIANS (GREAT CATS)

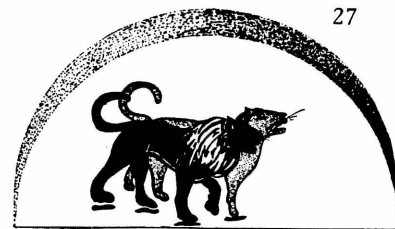
Members of the Sardinian family of great cats inhabit nearly every geographical area of Melanda. The examples listed here are indicative of all the great cats and can be easily converted to another clime. Note that the locale is indicated by the prefix before -sar; i.e., Bala (mountain) plus -sar, gives you...

BALASAR

PEPS = 45

Intelligence	4
Coordination	16
Predatory Skill	16
Predatory Rank	5
Special Abilities	0
	<u>41</u>

Strike Rating	14
Damage	Type II
Armour Equivalent	4
Defense Rating	1
Combat Speed	2
Special Combat	None



General Information: The Balasar is a mountain lion which is extremely aggressive. A natural hunter and meat-eater, Balasars will kill anything or anyone to feed themselves and their young. The Balasar abide in mountain areas within the temperate climate zone. Over the years, the Balasar have proven to be a pestilence to the Baladel. Despite occasional purges by the Baladel that kill off many of the large cats, the balasar have been able to survive as a species.

Encounter Mode: The Balasar are skilled mountain hunters. They will attempt to gain a position overlooking a party and leap down upon its victim. There is only a 1 in 6 chance of hearing their approach and a 2 in 6 chance of telling the direction. The Balasar will flee any situation at which they are at a disadvantage, using their remarkable speed, agility and familiarity with the environment to flee.

GITSAR

PEPS = 105

Intelligence	5
Coordination	16
Predatory Skill	16
Predatory Rank	10
Special Abilities	0
	<u>47</u>

Strike Rating	13
Damage	Type IV
Armour Equivalent	4
Defense Rating	2
Combat Speed	2
Special Combat	None

General Information: A natural hunter, this jungle cat is a meat-eater and extremely aggressive. It inhabits tropical jungle areas. They are extremely large, even gigantic in size (they may grow to the size of a small pony). They have very powerful legs and excel in jumping. The Gisadel do not revere this cat, but greatly respect his prowess. And, after many ages of jungle experience, the Gisadel have learned to avoid confrontations with these great cats.

Encounter Mode: The Gitsar are very skilled, solitary hunters. A gitsar makes little noise when it is approaching its intended dinner. It will leap upon it and tear it apart with its powerful jaws. The gitsar's claws are also capable of inflicting terrible wounds. Horses can generally sense the presence of these cats and will become spooked if one is close by. Gisadel will also be able to sense when a gitsar is in the vicinity. All other parties or individuals travelling through the jungle will be surprised if attacked by one of these cats.

CANIDIANS (WILD DOGS)

There are several breeds of Canidians which generally are found on prairies, savannahs or mountain plains. These savage critters hunt in packs, isolate weak or injured prey, then take turns attacking from the rear. On those rare occasions when one is captured as a youngster and tamed, they have proven to be valuable and trustworthy companions to humanoids.

DINGO

PEPS = 33

Intelligence	7
Coordination	10
Predatory Skill	15
Predatory Rank	4
Special Abilities	0
	<u>36</u>

Strike Rating	15
Damage	TYPE II
Armour Equivalent	4
Defense Rating	0
Combat Speed	1
Special Combat	None

General Information & Encounter Mode: Dingo are generally found on large uninhabited islands which are fairly level. How they come to get there is a matter for conjecture. However they hunt and kill in the same manner as the general class.

BRODIANS (GREAT BEARS)

These great bears are quite awesome; towering up to 14 hands. These creatures epitomize sheer strength and power. Even the smaller, more docile of the species have enormous strength in proportion to their size. Like most other mammals, the Brodians are found in almost every area of Melanda, developing somewhat differently due to adaption to environment.



BROLYRE (BEAR OF THE FORREST)

PEPS = 101

Intelligence	5	Strike Rating	13
Coordination	12	Damage	Type III (+5)
Predatory Skill	10	Armour Equivalent	5
Predatory Rank	8	Defense Rating	1
Special Abilities	10*	Combat Speed	1
	45	Special Combat	None

\* DUE TO ENORMOUS STRENGTH

General Information: Dwelling in the area around a major woodland, these Brodians make frequent sojourns into the woods to satisfy their most demanding vice -- a sweet tooth. All Brodians enjoy fruits and other sweets, but to the Brolyre it has become an obsession. However, the main diet of these great bears is fresh meat.

Encounter Mode: Despite their size and strength, Brodians are incredibly nimble and fast runners. They tend to break off and flee from an encounter not going well for them. They deploy no tactics but engage head to head with a trespasser or potential dinner. Their powerful limbs can crush the head of a small animal or a deer. They will chase fleeing prey a short distance if capture seems imminent.

BROWANK (BEAR OF THE FREEZING WATER)

PEPS = 101

Intelligence	7	Strike Rating	12
Coordination	15	Damage	Type III (+3)
Predatory Skill	12	Armour Equivalent	5
Predatory Rank	6	Defense Rating	1 on land/-1 in water
Special Abilities	10	Combat Speed	1
	50	Special Combat	REMARKABLE SWIMMER

General Information: Inhabiting regions of frozen lakes and rivers, these Brodians are primarily fish-eaters, although they will not pass up a tasty Wandel. Browanks range up to about 12 hands and are superior swimmers, especially over long distances. Their coloration is somewhat unusual-- white with a bluish tint when it is struck by sunlight or some other light source.

Encounter Mode: Browank are solitary creatures. Only in the mating season (Oradane) do they appear in pairs. They will attack anything swimming in the water, as a potential source of food, but will generally ignore passersby on land.

NUMBSKULLS (THE SILENT STALKER)

PEPS = 108

Intelligence	4	Strike Rating	11
Coordination	13	Damage	Type III
Predatory Skill	19	Armour Equivalent	5
Predatory Rank	10	Defense Rating	0
Special Abilities	10	Combat Speed	1
	56	Special Combat	SILENT MOVEMENT, ODORLESS

General Information: A very curious critter, a numbskull possesses a fine Brodian physique from the neck down. But upon those massive shoulders lies nothing but a pumpkin. Inside the pumpkin is nothing but rotting vegetation and an occasional gem or two! Despite knowing very little of its origin, it has been included because numbskulls are so common on Melanda and have been the object of such controversy. Nevertheless, adventurers are warned to be wary of this strange beast.

Encounter Mode: Numbskulls may be encountered alone or in groups of 10-20. When in a group, they are subject to fits of mass hysteria which cause them to attack blindly and without provocation, and with no regard to their own safety. A solitary numbskull will carefully stalk its prey. It is capable of silent movement and leaves no odor behind it (the scent is absorbed by the pumpkin head). They will track prey for many melams, waiting for an opportunity to strike (when the victim is asleep or has just completed some injurious battle). After killing a victim, the numbskull will attempt to drag it off, unbeknownst to any of the victim's companions.

ESPEDIANS (HORSES)

No creatures so vividly capture the imagination nor grace and beauty as do the Espedians. Even the common riding horse is a magnificent animal, but there are those numbered as Espedians which display such power and beauty that it is no wonder that Espedians are held in such high esteem by the peoples of Melanda.

HORSES

PEPS = 14

Intelligence	2	Strike Rating	21
Coordination	10	Damage	Type III
Predatory Skill	3	Armour Equivalent	2
Predatory Rank	0	Defense Rating	4
Special Abilities	0	Combat Speed	2
	<u>15</u>	Special Combat	None

General Information: Horses roam the plains and valleys in large herds. These wild horses have become quite adept at evading captors and predators, largely because of their ability to find short cuts and hidden passes through the valleys where they graze. There is a great variety of horses available in terms of size, speed, manner and overall quality. Most horses of Melanda are wild and must be tamed before being ridden. However, there is a breed of walking horses which the rich noblemen have refined and domesticated.

Encounter Mode: In the wild, horses will follow the direction of one superior horse (the lead stallion). They will attempt to flee pursuit and only the best of horsemen can capture any but a few stragglers. If trapped, the majority of the herd will become docile, but the leader and the spirited males will attack by rearing and striking with their front hooves. Others in the herd may occasionally bite a predator from the side or from behind.

PEGASUS

PEPS = 119

Intelligence	7	Strike Rating	13
Coordination	17	Damage	Type III
Predatory Skill	15	Armour Equivalent	4
Predatory Rank	10	Defense Rating	5
Special Abilities	11	Combat Speed	2
	<u>60</u>	Special Combat	FLIGHT

General Information: The great winged stallion symbolizes hope for salvation. In addition to the uplifting effect of seeing these majestic steeds soar, there are legends of brave heroes mounted on a pegasus rescuing damsels in distress. The female pegasus is smaller in stature and wing size. By comparison she is an awkward flyer and must rest between short flights.

Encounter Mode: Pegasi will also attempt to flee from encounters with humanoids. Females will passively submit to capture but will refuse to fly in captivity and will kick and bite a captor when it is least expected. If a male pegasus is captured after being wounded or by sheer force of numbers, however, he will slowly begin life essence deterioration and will die within a few hours. If captured and controlled by a solitary hero, the Pegasus will become a faithful and trusted companion for life.

Note: Misha, the legendary king of all pegasi and the father of his race, reportedly has golden wings. His origins are unknown and accounts of his deeds are numerous, although totally unsubstantiated.

WANESPE

PEPS = 119

Intelligence	7	Strike Rating	14(16)
Coordination	17(10)	Damage	Type II
Predatory Skill	12	Armour Equivalent	6 Chain
Predatory Rank	10	Defense Rating	2
Special Abilities	9	Combat Speed	1
	<u>55</u>	Special Combat	UNDERWATER SWIMMING AND BREATHING RUNNING ACROSS WATER SURFACE

General Information: Gliding across the water effortlessly with their greyish green coat shining in the sun the Wanespe make for a truly remarkable sight. The Wanespe have the head and forelegs of a horse with the hind part of some large sea mammal. By using this dorsal fin and powerful webbed forelegs the Wanespe not only can swim in the water but can actually glide over its surface. Even more remarkably they can actually carry substantial weight on their backs and still maintain this ability. There is no observable difference between male and female Wanespe.

Encounter Mode: Ordinarily the Wanespe are extremely difficult to capture and even harder to tame. Most captured Wanespe die when taken from their natural habitat of the open sea. However, from time to time, an unwary Wanespe being rather guillible by nature can be lured near a boat and netted. Rumor has it that there are small isolated Wandel communities which have domesticated these beasts.

Note: Aughisky reigns as the monarch of Wanespe and regardless the situation, they will answer his call. Aughisky can appear as a normal horse, a Wanespe or a mystically held body of water in horse form. Legends say that Aughisky appears as an agent or avenger of the sea.

STAR MOUNTS

Intelligence	12
Coordination	12
Predatory Skill	10
Predatory Rank	12
Special Abilities	<u>20</u>
	66

PEPS = 168

Strike Rating	15
Damage	Type III
Armour Equivalent	4 (Leather)
Defense Rating	-1
Combat Speed	1
Special Combat	See below

General Information: Star Mounts possess superior confirmation and a rare beauty, exemplified in their jet black coat and lone white star on their foreheads. These extraordinary horses are exceedingly rare, but may sometimes be discovered placidly grazing with a herd of normal horses. It is said that the master of such a horse receives special powers from it.

Encounter Mode: These equines can not be corralled or broken like a normal steed. No indeed, Star Mounts choose their own masters, and will willingly die rather than submit to one not of their own choosing. Star Mounts have the ability to sense leadership qualities in individuals, particularly wisdom and compassion. Once a Star Mount has chosen a master, it will bestow a gift upon him to aid him as a leader. These gifts or powers may range from the ability to judge false intent, to the use of two hands in combat while mounted, to precognition of the consequences of some proposed action.

NOTE: The ultimate Star Mount is Starfax, whose coming was foretold as part of the Fordian Legend. The appearance of Starfax is awaited as a panacea for all the wrongs of Melanda. When Starfax is discovered, he will choose a master of superior ability. The one to receive the gift of Starfax, the gift of true wisdom and unselfish compassion, will become the leader of all Melanda.

THE STEEDS OF THE INFERNO\*

Intelligence	7
Coordination	15
Predatory Skill	17
Predatory Rank	14
Special Abilities	<u>12</u>
	65

PEPS = 147

Strike Rating	9
Damage	Type III
Armour Equivalent	6 (Chain)
Defense Rating	-2
Combat Speed	2
Special Combat	Steam Breathe (1-6) Burning Hooves (+3 PEPS damage)

General Information: According to the Melandan mythology, these fire steeds rise from the overflow from volcanic eruptions to terrorize neighboring villages. This origin has never been validated; nonetheless, the existence of these equines is not in question. These chestnut horses breath steam through their nostrils and their searing hot hooves singe the ground wherever they pass.

Encounter Mode: Accounts vary concerning the circumstances surrounding the appearance of such a steed. Hysterical bystanders relate tales of demon horses which indiscriminately destroy villages and kill innocent villagers. More reliable sources, however, indicate that the appearance of the fire horse coincides with a wrong to be avenged (particularly a wrong committed against horses). When attacking, these fiery steeds attempt to rush the adversary, snort steam in his face and then whirl and kick with their hind legs. They may also run quickly in an ever tighter circle, breathing steam, until their foe is caught in a circle of steam. The steed will then dart in and out of the circle kicking and biting at will.

NOTE: Roespejo, the most famous of these steeds and thought to be the lead stallion of the herd, is believed to be the fastest of the equine race, and in fact, the fastest land animal. Roespejo actually breathes fire (2-12 PEPS damage) and will take only half damage from normal weapons.

\*Although these steeds are more rightly classified under Extraordinary Entities, they were included here because of their horse form.

GARGANTUANS

More a title for a collection of animals than a classification, the term "Gargantuan", as the word implies, refers to beasts of extraordinary size.

APES

Intelligence	4
Coordination	14
Predatory Skill	10
Predatory Rank	10
Special Abilities	<u>0</u>
	38

PEPS = 70

Strike Rating	13
Damage	Type III
Armour Equivalent	5
Defense Rating	3
Combat Speed	1
Special Combat	None

General Information: Apes of all sizes inhabit the jungle areas, and peacefully co-exist with the Gisadel. This is due primarily to their playful rather than aggressive nature and their vegetarian diets. However, Gisadel have reported seeing apes provoked by other animals into violent, destructive rages. Rumors also tell of large, extremely aggressive apes which inhabit uncharted areas of Melanda.



Encounter Mode: Being extremely curious creatures, apes frequently follow and mischeivously pester groups of humanoids passing through the jungle. They will not be hostile, unless provoked. If provoked, they are adept fighters. When badly wounded or outnumbered, apes will try to attack and carry off the most helpless member of the party (they seem to have a natural ability to sense out this individual).

#### OLIPHAUNTS (Elephants)

PEPS = 98

Intelligence	2
Coordination	10
Predatory Skill	5
Predatory Rank	12
Special Abilities	0
	<u>29</u>

Strike Base	17
Damage	Type IV
Armour Equivalent	5
Defense Rating	5
Combat Speed	1
Special Combat	None

General Information: The Oliphaunt or Elephant is the largest jungle animal of Melanda. The species has a distinctive elongated nose or trunk and the male grows ivory tusks or horns, which are quite valuable for trade. Being social animals, they generally appear in herds. They susist on a vegetarian diet and are usually non-aggressive. Rumor has it that the Gisadel have even trained some of these beasts to do heavy work for them.

Encounter Mode: As vegetarians, the oliphaunts are not particularly hostile to humanoids. However, when bothered or attacked, a herd may stampede, trampling anything or anyone in their path. Individual oliphaunts may also go "mad". When this occurs, the so-called rogue will go on a rampage and reak havoc and destruction in its wake. Such a mad elephant will attack for no reason and without fear. The oliphaunt's tough skin is virually invulnerable to normal attack, and the only sure way to kill the creature is to hit it in the eye.

#### RHINOCEROS

PEPS = 112

Intelligence	6
Coordination	10
Predatory Skill	4
Predatory Rank	10
Special Abilities	0
	<u>30</u>

Strike Base	16
Damage	Type IV
Armour Equivalent	8
Defense Rating	10
Combat Speed	1
Special Combat	None

General Information: This great beast, which may weigh over two tons, inhabits the tropical savannah of Melanda, susisting on grass and other vegetation. The rhino's body is encased in a sort of armor made of very thick, rigid plates linked together by folds of loose, thin skin. This set up allows the animal to move freely, while affording him armor protection. The rhinocero's elongated head is quite heavy and bears a curved horn at the end of its snout. This horn is highly prized (worth up to 30 bronze pieces) because it is said to possess strong, even miraculous, medicinal properties when ground into powder.

Encounter Mode: The rhinoceros is neither a sociable nor sweet-tempered animal. Rhinos appear alone, or at most, in pairs. Despite its great size and weight, it demonstrates speed and agility, when aroused. It can gallop very fast and may do an "about turn" at full speed. Its horn is a potent weapon capable of inflicting serious puncture wounds. It will sometimes charge a group of humanoids without provocation or cause.

#### APIAN-CENTAUR

PEPS = 95

Intelligence	7
Coordination	12
Predatory Skill	11
Predatory Rank	10
Specail Abilities	8
	<u>48</u>

Strike Base	15
Damage	Type III or By Weapon
Armour Equivalent	5 (Horse)/ 2 (Ape)
Defense Rating	2
Combat Speed	3
Special Combat	Limited ESP

General Information: Cast from the Centaur community for their lack of class, manners and cleanliness the ancestors of the Apian-Centaurs sought a new beginning in the jungles of Melanda. They were forced to leave the jungles to avoid the treachery of the Gisadel against whom to this day they sill carry a grudge. Finally they settled in the mountains near the jungles. They make excellent calvary guards and the youth often hire themselves out as such.

Encounter Mode: Apian-Centaurs have long trained in the use of the spetun as a disarming device. In a combative situation these beasts will try to disarm their opponents and will do so with any succssesful strike unless the opponent has remarkable manual dexterity or better. After disarming, the Apian-Centaurs will generally carry out their orders no matter what they are.

SUB-HUMANOIDS

The sub-humanoid class contains far too many examples to explain here in great detail. They range from those who live beneath the sea to those who live far beneath the earth's crust. They widely differ in their level of civilization and their attitudes towards humankind. The following hopefully will give you a general idea of how one might design a sub-humanoid race. I'm sure you have a favorite that your players are "dying" to meet.

BENORCAS

PEPS = 60

Intelligence	7	Strike Rating	15
Coordination	8	Damage	Weapon Type
Predatory Skill	14	Armour Equivalent	Leather 4
Predatory Rank	5	Defense Rating	2
Special Abilities	0	Combat Speed	1
	34	Special Combat	None

General Information: Benorcas are a wide ranging sub-human class, which generally regard other humanoids with disdain. It is important to note that Benorcas can vary greatly in terms of size and basic abilities. Reports indicate a size range of between 3' and 9' tall, with corresponding weight differences. The above ratings represent an average Benorcan soldier. Training, advancement and special categories should modify these, especially for the more elite groups of Benorcas. Although rare, some Benorcas possess much high Intelligence and Coordination ratings. And, many have significantly lower ratings.

Encounter Mode: Benorcas will generally attack any group of humanoids encountered, unless 1) they have orders not to or 2) they feel outnumbered or at a disadvantage. If captured or trapped, they will freely bargain with their captors.

Note: It is extremely rare for Benorcas to fight amongst themselves, however, their morale is usually not very high.

CENTAUR

PEPS = 110

Intelligence	15	Strike Rating	14
Coordination	12	Damage	Weapon Type +/- or III
Predatory Skill	11	Armour Equivalent	2
Predatory Rank	7	Defense Rating	(-1)
Special Abilities	10	Combat Speed	2
	55	Special Combat	Natural ESP and Mindspeak

General Information: Centaurs are very rare in charted Melanda, but it is known that large colonies inhabit the uncharted regions. (Centaurs are naturally reluctant to discuss this particular subject). Highly intelligent, this half-man, half-horse race prides itself on being supremely logical. They relate well to all the races of Melanda, especially the simple, but charming Uridos (halflings). They are vegetarian and therefore do not kill for food. Centaurs will only engage in combat when sufficiently provoked, or for what they deem is a logical or just cause. They do not believe in the systematic use of magic, but naturally possess what others might deem as magic. Centaurs use no verbal communication between themselves or any other creature who can Mindspeak. They also enjoy reading the minds of those who can not Mindspeak. In general they are reluctant to trust anyone who must use verbal communication. Many Centaurs possess inherent magical abilities in addition to those listed above.

Encounter Mode: Centaurs will use any strategy normally employed by humanoids. They will rely heavily on using ESP to discern an opponent's plans and then use it to their advantage. Centaurs also have two attacks, one with a hand-held weapon and the other with its rear hooves.

LIZARD MEN (See Reptiles)THE GRYKS (Trolls)

These sub-humanoid races are characterized by their huge size, awful coloration and stupid expression. Some species, however, are far from being stupid and have often times tricked adventures into very embarrassing situations. They, like their humanoid brethren, have adapted to many different climes and descriptions of the more prominent ones follow.

BALAGRK (Stone Troll)

PEPS = 45

Intelligence	2	Strike Rating	16
Coordination	10	Damage	IV
Predatory Skill	16	Armour Equivalent	8
Predatory Rank	7	Defense Rating	7
Special Abilities	0	Combat Speed	1
	35	Special Combat	None

General Information: The Balagrk is a sub-class of humanoid which is closest to Baladel. Short, broad and extremely powerful, these stone trolls are natural tunnellers. They do not, however, involve themselves in mining, except to destroy mining structures constructed by the Baladel. The Balagrk kill for the sake of killing and not for food. They seem to be able to sustain themselves on almost any organic substance, even some soft metals. Although they sometimes get involved with minor battles with the Baladel, their natural enemies are the various types of giants which inhabit the mountains. These giants hunt and kill Balagrk for sport.

Encounter Mode: The Balagrk employ no special strategy. They generally attack on sight and fight to the death.

#### LYRAGRK (Wood Trolls)

PEPS = 85

Intelligence	7
Coordination	8
Predatory Skill	14
Predatory Rank	10
Special Abilities	3
Combat Points	42

Strike Rating	15
Damage	III
Armour Equivalent	4
Defense	3
Combat Speed	1
Special Combat	None



General Information: The Lyragrk are a sub-class of humanoid which is closer to Lyradel than they care to admit. They almost always inhabit hollowed out knolls in the forest and speak both common Melandan and a very poor version of the language of the Lyradel. The Lyragrk are nocturnal to the point of becoming paralyzed by direct sunlight for extended periods. It is also rumored that in rare instances wood trolls possess certain innate magical abilities. The Lyragrk generally kill medium sized game such as wild boar or deer for food. However, they have no qualms about eating any warm-blooded creatures.

Encounter Mode: Wood trolls are hoarders and therefore do not necessarily kill only for food. They collect whatever they can, whether it is useful to them or not. Their knoll lairs are usually nice treasure troves. The Lyragrk frequently spend extended periods of time designing quite ludicrous plans for ambushing a party or raiding a town. Due to their extreme ugliness and willingness to fight to the death, they often succeed anyway.

#### WANGRK (Water Troll)

PEPS = 125

Intelligence	14
Coordination	10
Predatory Skill	13
Predatory Rank	12
Special Abilities	7
	56

Strike Rating	14
Damage	II
Armour Equivalent	3
Defense Rating	0
Combat Speed	1
Special Combat	



Excellent swimmers, hold breath underwater for 45 minutes, and regenerate in water.

General Information: The Wangrk is a sub-class of humans, closest to the Wandel who are their mortal enemies. The Wangrk have very similar aquatic skills to the Wandel, but due to their larger size they can swim longer on and below the surface although at a slower rate of speed. It is difficult to imagine a situation in which a Wandel and a Wangrk would elect not to fight one another, since both species have attempted to eliminate the other from the face of Melanda.

In other respects, the Wangrk are similar to trolls. They are susceptible to fire damage and will shy away from any fire source. They are able to regenerate all forms of wounds, except fire damage, by submerging themselves in water. These trolls generally sleep at night in their underground caves and raid during the daylight hours. The Wangrk diet consists entirely of fish and sea vegetation, so they do not kill for food. However, they are attracted to bright and shining metal\* and glittering stones. Their caves are usually filled with such objects stuck on the walls.

Encounter Mode: Wangrk generally like to build their caves in rivers beneath bridges. In this way, they do not have to wander far from home in search of objects to decorate their walls. Since they are quite intelligent, they attempt to bully and frighten single adventurers or small parties. However, rather than risk prolonged combat, the Wangrk may just demand a small toll for crossing. They will negotiate if at a disadvantage and usually have a medium number of coins (500-1000 bp worth) to trade with. Sometimes they will get news of parties and their goods before they arrive, and will set deliberate traps. When possible, they will place one or two trap doors in the bridge and will also trap the water with netting and jellyfish (to entangle and then paralyze their victims).

\*Remember: Melandan coinage (pewter and bronze) would appear quite dull, unless deliberately made otherwise,

EXTRAORDINARY ENTITIES

These creatures are not necessarily more extraordinary in appearance or capabilities than the normal animal life, but are given a separate listing because their origins and histories are shrouded in mystery. Little is known about them, other than what is related in folktales or in exaggerated accounts from hysterical bystanders. Even their very existence is doubted by many.

ENCHANTED BEINGS

Although this category contains a wide variety of creatures, the unifying thread which binds them all together is the ability to change their appearance, form, or substance.

GARGOYLE

PEPS = 115

Intelligence	10
Coordination	10
Predatory Skill	10
Predatory Rank	13
Special Abilities	10
	<u>53</u>

Strike Base	13
Damage	II or by weapon
Armour Equivalent	10
Defense ting	0
Combat Speed	1
Special Combat	See Below

General Information: Gargoyles are not specific creatures, but rather a class of beasts which appear in the form of stone statues. In this guise, they serve as silent sentinels guarding a person, place, or object. Most gargoyles are winged (although this is not always apparent in their stone form) and therefore are capable of flight. When animated, their skin maintains a rock-like hardness, quite difficult to penetrate. They are, however, exceptionally maneuverable in spite of this.

Encounter Mode: When the place or thing that the gargoyles are guarding is disturbed, they animate themselves and attack the intruders. They will continue to attack until the intruders depart or they are vanquished.

DRYADS

PEPS = 63

Intelligence	17
Coordination	10
Predatory Skill	4
Predatory Rank	4
Special Abilities	20
	<u>55</u>



Strike Base	15
Defense	By Weapon
Armour Equivalent	Special (By Tree Type)
Defense Rating	Varies
Combat Speed	1
Special Combat	See Below

General Information: These woodland nymphs appear to adventurers as beautiful young maidens. Their looks, although always appealing, depend upon the type of tree they inhabit, ranging from a pale, lithe concubine to a sturdy agile amazon (armour equivalent is also determined by the hardness of the wood). Little is known of their origins but it is generally agreed that their purpose is to protect the flowers and trees within their territory. Almost always encountered singularly, the nymphs may lure handsome young adventurers away from their quests for a brief moment of merriment and pleasure.

Encounter Mode: Spending most of their time in spirit form Dryads travel through their woodland homes by teleporting from tree to tree. Concealed within their trees, the Dryad observes woodland visitors carefully allowing most to pass by without encounter. However parties which carelessly or intentionally harm the life therein, will witness her wrath. Conversely parties whose actions arouse her sympathy or lust will find these nymphs most gracious. In either case she will inevitably surprise her guests with her powers or her charms. Of the various abilities ascribed to these maidens the following are but a few: mindspeak, ESP, communal awareness with the plant life in her realm, the use of runes and Andara Vorkon. (Life Force Binding).

DENDROIDS

PEPS = 75

Intelligence	15
Coordination	8
Predatory Skill	18
Predatory Rank	10
Special Abilities	15
	<u>66</u>



Strike Base	9
Damage	II
Armour Equivalent	5
Defense Rating	3
Combat Speed	1
Special Combat	Shape Change to Inanimate Objects



General Information: In their natural form, these pesky beings look like saplings with root-like feet. They derive their nutrition much in the same way as trees and are therefore never found far from a deposit of soil and water. However, they are usually encountered while impersonating some harmless inanimate object. The reason for their unprovoked attacks on humanoids is not known for they neither steal form nor feed upon their victims.

Encounter Mode: Dendroids are nearly impossible to detect when imitating some object made of wood. Although they can duplicate non-wooden objects anyone with exceptional mental prowess will notice the discrepancy. Dendroids attack by forming a club-like appendage with which to batter their adversary. The fact that they are relatively easy to hit has been the undoing of many an inexperienced traveller. Each time a critical hit is delivered to them, they make a subtle transformation imbedding the adversary's weapon inside of their bodies. Even those of superior strength will be unable to withdraw their weapon though many have died trying.

#### DOPPLEGANGER

PEPS = 105

Intelligence	15	Strike Base	13
Coordination	10	Damage	By Weapon
Predatory Skill	14	Armour Equivalent	6
Predatory Rank	6	Defense Rating	2
Special Abilities	15	Combat Speed	1
	60	Special Combat	Ability to Change Appearance, ESP

General Information: Doppelgangers are generally encountered singularly although they may at times band together in small groups. Their sole motivating factor would appear to be self-preservation. Since they seem to abhor work, they resort to conniving, theft and treachery to obtain what they need. Their main device for accomplishing these ends is the casting of an illusionary aura about themselves so that they resemble any person that they have seen. The time span between their last sight of the person they wish to imitate and the deception attempt determines how successful a duplication they achieve. They are extremely accurate up to 24 hours, but are still able to accomplish a reasonable facsimile after up to 2 or 3 months.

Encounter Mode: Most people who encounter doppelgangers don't realize it (which accounts for the uncertainty about their very existence). Instead, the victim is left bewildered and confused after a "trusted" companion treacherously ran off with all their valuables. Unless cornered, doppelgangers learn about their intended victims beforehand so that they may appear to them as a relative, friend or government official. They utilize their ESP to pry into the personal life of their mark.

#### SKIN CHANGERS

These beings are able to cause an actual physical transformation from their normal form to that of some beast. They are further subdivided into the Avatars (Protectors of the Peace) and the Rakshasha (Bringers of Disharmony). The examples given are of the general class and the GM should note that each member within the class has its own name, personality, purpose and abilities.

#### AVATAR/RAKSHASHA

PEPS = 160

Intelligence	17	Strike Base	9 (Average)
Coordination	15	Damage	Varies
Predatory Skill	13	Armour Equivalent	Varies
Predatory Rank	15	Defense Rating	3 (Average)
Special Abilities	15	Combat Speed	2
	75	Special Combat	Varies

General Information: The Avatar usually takes the shape of a large wolf or a great bear. Although in their human form they may appear gruff in manner, they are hospitable and helpful to those of good intent. Their purpose seems to be to protect the peace in a given area. Barring some catastrophic, planet-wide disturbance of the peace, avatars will not appear together, but remain in their own separate territories. Powers may differ among the avatars. Mindspeak, ESP, Animal and/or Plant Communication, the ability to elicit aid from animals and/or plants, levitation, weather control, and the powers of Anda Kai and Andara Vorkon are among the abilities they may possess.

Rakshasha usually takes the form of a great cat or giant boar. Usually appearing in groups of 3 or 4, their purpose, is the antithesis of the Avatar's; that is, to gain revenge on or create chaos amidst the peoples of Melanda. Also varying widely in personality and powers the following abilities may be at their command: mindspeak, ESP, temperature control, silent movement, Rune Science and Kai Detanna.

LYCANTHROPES

No discussion of enchanted beings would be complete without the mention of those inflicted with this cursed disease. Lycanthropy is contracted by being bitten or clawed by a beast under a full moon (usually a wolf or a member of the Sardinian family). The victim is unaware of the affliction until the next full moon, when he begins to have strange nightmares. Unbeknownst to the individual, in this dream state he is actually in a catatonic trance from which his life force leaves his body to project itself into the body of a beast (the same type from which he contracted the disease). The afflicted one has no actual control over this beast; however, the lycanthrope's last or most pressing concerns or desires will be carried out by the beast to the best of its ability. The lycanthrope will have no awareness of what has transpired when he returns to his body and awakens.

Master guildsmen of the medical profession will try to disavow the condition exists at all, or will send the sufferer to a practitioner of the Black Arts to gain a cure. Few know the proper formula for a rare concoction of Dancesfoil, ash leaves and garlic which will relieve the condition. Fresh garlic and wolfsbane are said to have the power to repel the lycanthrope in either of his states.

## GM NOTES ON LYCANTHROPY:

1. No physical transformation actually takes place.
2. While under the influence of the full moon, the humanoid body remains motionless and defenseless.
3. If the humanoid body is destroyed, his life force will remain trapped in the body of the beast and will be in eternal conflict with the beast spirit for dominance.
4. If the beast's body is killed (which can only be accomplished by a weapon coated with Moonsilver, then the lycanthrope's life force is lost and his body will start to decay.
5. Any injury suffered by the beast will also show up on the humanoid body.
6. It is quite possible that the guardian spirit of the animal species (see Anda Kai section) may become upset by the lycanthrope's invasion into a beast under his protection. Not fully aware of the repercussions, the spirit may attempt to destroy the lycanthrope's body, or on the other hand, may aid the lycanthrope's friends in finding a cure.
7. Legends persist that enchanted girdles made from skins of certain beasts exist which can transmit the disease as long as the girdle is worn.
8. Basic characteristics and combat variables are the same as for the beast which acts as the lycanthrope's vessel.

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SEMANTIAN (HALF CREATURES)CHIMERA

Intelligence	5
Coordination	7
Predatory Skill	10
Predatory Rank	15
Special Abilities	13
	50

PEPS = 100

Strike Rating	13
Damage	Type II/Type I
Armour Equivalent	4
Defense	2
Combat Speed	4
Special Combat	Fire Breathe/Poison

LION/SNAKE

General Information: This unusual creature has the head of a lion, the body of a mountain goat and a snake for a tail. There have been many sightings of this beast, although whether there is but one wide-ranging chimera or many is hard to determine. Nevertheless, the chimera usually appears in grassland areas where flocks of sheep and herds of cattle or goats normally graze.

Encounter Mode: The Chimera will attack and devour goats, sheep or cattle as a lion or a snake. It will terrorize simple shepherds or herders who generally flee on sight of the beast. However, if threatened, it will breath fire and then flee itself. It will flee towards high, mountainous terrain where the agility of its mountain goat body enables it to move quite quickly.

HARPIES

Intelligence	14
Coordination	16
Predatory Skill	12
Predatory Rank	12
Special Abilities	16
	70

PEPS = 78

Strike Rating	12
Damage	Type II
Armour Equivalent	4 (Body)/ 10 (Wings)
Defense Rating	-4
Combat Speed	2
Special Combat	Flight

General Information: These rather hateful creatures have the bodies of vultures with long, sharp talons and faces of maidens "pale with hunger." Their great maneuverability in the air and the fact that their wings are similar to plate armour and virtually impenetrable make them rather formidable pests.

Encounter Mode: Harpies are constantly in search of food. Yet, they never hunt or kill their own food. In fact, they prefer their meals already prepared and well cooked. To this end, they swooped down on encamped parties and steal the group's dinner (right from under their noses). After making off with anything edible, the harpies revel in perching on high branches of trees just out of reach and mocking the victims of their thievery. It is rumored that harpies sometimes kidnap young men just passed the age of puberty (some believe for mating purposes!).

#### MINOTAUR

PEPS = 130

Intelligence	12	Strike Rating	14
Coordination	10	Damage	Type II
Predatory Skill	10	Armour Equivalent	5
Predatory Rank	14	Defense Rating	1
Special Abilities	15	Combat Speed	3
	61	Special Combat	Can not be harmed by weaponry (normal or enchanted)

General Information: The Minotaur has a humanoid body with the head of a bull, and it is said to be the offspring of a beautiful Omenwedur maiden and a snow white bull. Who knows why such a coupling would have ever taken place!! It is commonly believed that only one such creature exists, although this may be wishful thinking. Most legends place the Minotaur in the labyrinth of Terce, a desolate island which was part of the ancient Sarkanian Empire. Supposedly, political dissidents and religious heretics were placed in the island's labyrinth and never returned. The location and present condition of Terce is hotly disputed among Melandan scholars.

Encounter Mode: The greatest defense at the disposal of the Minotaur is its inability to be harmed with weapons. Even enchanted weapons hold no power against him. Manifestations of magic and a quick wit may hold the Minotaur at bay for a short time, but his ultimate defeat can only be accomplished through purely physical means (unarmed combat).

#### BEETLE BEARS

PEPS = 98

Intelligence	9	Strike Rating	12
Coordination	12	Damage	Type III(Claw)/IV(Bite)
Predatory Skill	15	Armour Equivalent	5
Predatory Rank	5	Defense Rating	1
Special Abilities	5	Combat Speed	2
	46	Special Combat	Hug (See below)

General Information: One of the strangest sights in the wild, Beetlebears have the body of a great bear (brodian) with the head of a giant insect. Folklore relates a tale of woe in regard to these creatures. It seems that the beetlebear once developed a crude form of Melandan tongue (black speech) and therefore was able to communicate with humanoids. However, because of their failure to complete some task, they were cursed so that they would never again be able to speak, and their normal head was transformed into the absurd-looking head of an insect. This curse has embittered them and caused them to be generally hostile to adventurers they meet. However, there are beetlebears who genuinely and desperately want to communicate with humanoids once again.

Encounter Mode: Beetlebears react in a manner normal to the Brodian class with the following exceptions. In order to cease combat, they will hug their adversary. Once the foe is within their grasp, they generally tear out the opponent's throat with one bite of their powerful jaws. Yet, there are reported cases of beetlebears hugging a humanoid so that it can stop the combat and attempt to communicate with him.

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#### MYTHOLOGICAL CREATURES

These entities may be no less real than the other life forms thus far listed. However, their existence is disbelieved by the general populace of Melanda. Current beliefs credit the creation of these mythological beasts to the overly grandiose minds of artists or poets, or perhaps to spinners of tall tales to frighten children with.

#### WRMYL (Ver' mul)

PEPS = 217

Intelligence	15	Strike Rating	10
Coordination	17	Damage	Type III
Predatory Skill	12	Armour Equivalent	4
Predatory Rank	16	Defense Rating	-2
Special Abilities	5	Special Combat	See Below
	65		

General Information: Wrmyl Mound is one of the most famous and oft written about monuments in Council Realm. The legend goes that hordes of vile snake-like creatures came out of the desert with the intention of taking over what is now Council Realm. In the only recorded alliance between the Omenwedur and all the pure races, the Wrmyl were beaten back. Most

of the actual fighting was accomplished by the Gisadel and Omenwedur troops. The Gisadel decimated their ranks as they marched through the jungle and then cut off their retreat when the Wrmyl were driven back by the advancing Omenwedur army. The only physical evidence to support this legend is the existence of Wrmyl Mound.

A Wrmyl, as near as anyone can say, was 18 to 20 spans long with short clawed arms and small wings which were used to hold the front section of its body erect like a King Cobra. This gives him an illusionary effect similar to the fear induced by the sight of the King Cobra. It is also said that wrmyl possessed mustache-like antennae which gave them remarkable hearing. For some reason not readily apparent, wrmyls are linked to riddles -- they appear in many riddles, are the answer to many and are purported to have authored many.

#### GIRAFFE

PEPS = 42

Intelligence	4
Coordination	10
Predatory Skill	4
Predatory Rank	2
Special Abilities	10
	<u>30</u>

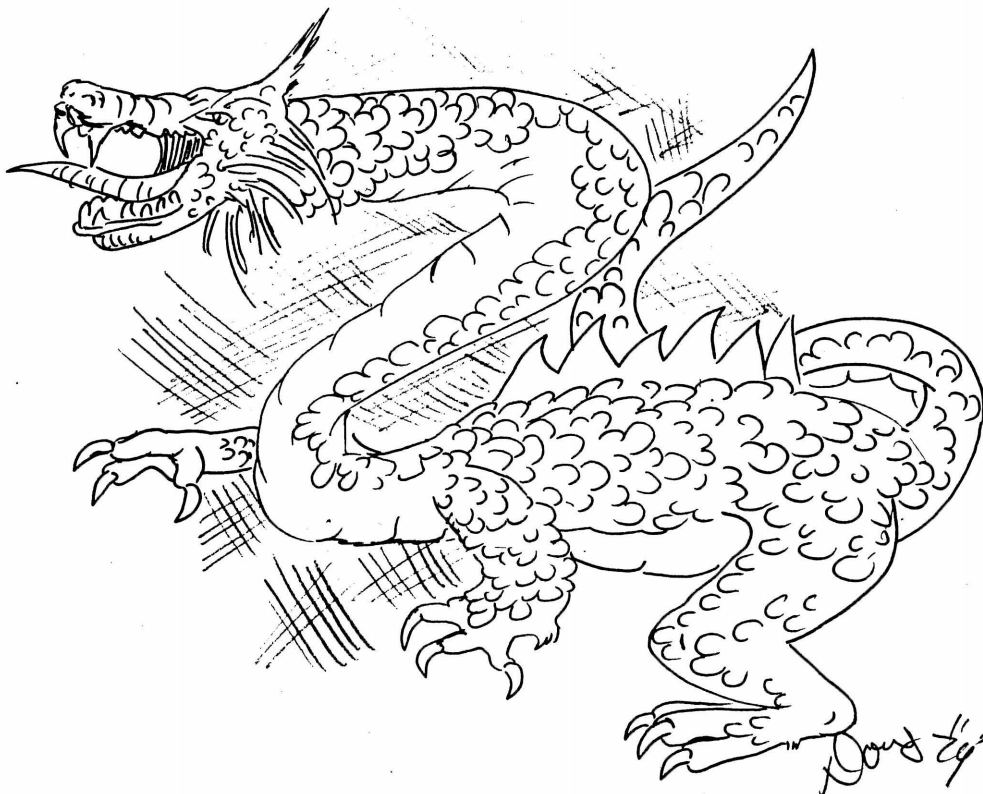
Strike Rating	16
Damage	Type III
Armour Equivalent	4
Defense Rating	2
Combat Speed	1
Special Combat	None

General Information: This beast is said to have the body of a war horse and the head of a small deer, which in itself would not be that unusual. However, the fact that its head and body are connected by a neck which is 8 to 9 hands long (6 to 7 ft.) and mounted on legs that are equally long is quite extraordinary. Most educated minds find the description of this creature ridiculous, but legends persist especially among the Uridos. The halflings claim that their ancestors used these beasts for various tasks. By climbing on their necks (being light enough to sit on the beast's head), the Uridos could see over objects up to 3 rods high (18 ft.) and even sneak into second or third story windows, etc.

Encounter Mode: Unknown

#### DRAGONS

No discussion of mythos would be complete without mentioning these legendary beasts. Dragons have been immortalized in song, art, poetry and prose. Indeed, no other symbol has so captured the imagination of Melandans. It is said to be more beautiful and graceful than the Pegasus, more powerful than the Brodians, more fierce than the Gitsar, and wiser than the greatest scholars. The Dragon was the master of language, art, music, and war. Although physical descriptions vary from artist to artist, they generally possess the body of some great reptile with wings. Almost every ability (normal and magical) and attribute known to Melanda has, at one time or another been ascribed to the Dragon.





### Stheno (The Pathetic One)

Living on the barren rock of the western island, Stheno is easily the ugliest and most disgusting creature on Melanda. She has large floppy ears, a jutting jaw, a wide flat nose, small slit-like eyes, long straggly hair, a hunchback, bowed legs, an intolerable stench, and is covered with warts. When anyone approaches she cries, "Away with you quickly before some evil befalls you," in a tiny crackly voice. Any group that heeds her advice can leave the island safely. If they react in a hostile manner the island will quake and tornato-like winds will sweep across it. Only individuals with great luck and great physical abilities will avoid being thrown over the cliff side. Like her sister Euryale, Stheno is immortal and therefore can not be harmed or killed. If anyone finds it in their heart to take pity on Stheno and treat her kindly she will cry with joy. As each tear touches the ground an enchanted creature will spring forth, which will be beneficial to the person or party as a reward for their compassion.

### Cerberrus (The Watch Dogs)

PEPS = 75

Intelligence	6	Strike Base	9
Coordination	15	Damage	II
Predatory Skill	15	Armour Equivalent	4
Predatory Rank	20	Defense Rating	-2
Special	10	Combat Speed	1
	66	Special	Three attacks per round

General Information: The exact origin of this species is unknown to Melandan scholars. The Cerberrus are large dog-like creatures with three ferocious heads. Although the three heads can act independently, they are guided by a single mind which links them. Cerberrus sightings have come from all over Melanda, but the only confirmed sightings have come from the Isles of Dread

Encounter Mode: The Cerberrus travel in packs of four to six and are never found alone. When encountering prey they encircle it and try to attack its weakest side. They are fierce fighters and have great morale. They will fight until death.



THE GORGONS

## The Isles of Dread

These isles are mentioned frequently in Melandian Legend. Untold wealth, magical artifacts, and enchanted beasts beyond the most vivid imagination are supposed to abound on these isles. Yet, sailors and other adventurers cut a wide path so as to avoid the Isles of Dread, because these three interconnected islands serve as a home for the horrible Gorgon Sisters.

The Gorgons are reputed to be hideous female-like creatures whose sole purpose is to destroy those seeking the treasure of the islands. Packs of Cerberrus are also rumored to roam the isles in search of trespassers to devour. Two of the three islands have treacherous shores and have claimed many victims before they have even come ashore.

The eastmost island is surrounded with jagged shoals and jutting cliffs. Heavy fog constantly envelopes from the sea and has caused many a ship to cast its skeletons upon rocks. The center island has a clear, calm bay on each of the open sea sides. A large temple in ill-repair sits on the highest plateau of this island. The westward isle has sheer cliff faces of several hundred spans on all sides. Strong air currents surrounding this island can suddenly draw a vessel towards the cliffs. Once caught in these drafts, and the vortex like action of the water around the island, it is almost inevitable that a ship will end up smashed upon the cliff's face. These three islands are connected by land bridges which may easily be crossed.

## Euryale (The Naive One)

Inhabiting the eastern most island, Euryale sits by the small hut she calls home and plays her lyre while singing. Her singing is her true talent and her horrible curse. Her music and songs carry across the entire island and far over the sea. Euryale's voice is by far the most beautiful voice heard by man. It carries with it a promise of beauty, happiness, and unbelievable pleasure. Once anybody hears her voice they will be hopelessly drawn toward her, doomed to be shipwrecked upon the cliffs. If a sailor or adventurer survives the wreck, and the attack of cerberrus, he will find Euryale sitting by her hut. If they are hostile or harsh to her the earth will quake and a lightening storm will quickly descend upon them. (This will continue until they leave her alone.) Euryale is immortal and therefore can not be killed or harmed. However, if an adventurer is kind and pleasant, Euryale will sing a special song telling him/her of a path to a secret treasure trove which can only be found after hearing Euryale's song. The trove consists of scores of closed chests. Once one is touched all others will disappear. These chests are always filled with monetary rewards reaped from the sunken ships.

## Medusa (The Vile One)

Considered by her sisters to be the "beautiful one," Medusa was once a raving beauty whose good looks and charm were nearly beyond compare. Driven by vanity and jealousy, Medusa became increasingly hellish to a point where she became unbearable. Then one day, while passing a pond, she gazed at the surface to once again affirm her great beauty. Unbeknownst to her this was a magic pond of true reflection. The pond would show the onlookers what they truly were beneath their outer shells. Medusa's image was so hideous that she spat on the pond. This was her undoing for a physical transformation occurred. Her once golden locks were transformed into writhing, hissing snakes! Her once beautiful facial features became wrinkled and malformed. So profound grew her hatred that the mere projection of that hatred will make any living thing's heart so cold that they turn to stone!

The temple where she lives, once great and beautiful, has fallen to shambles and is filled with the stone statues of adventurers who intended to rid the world of her forever. They carried with them a host of magical items such as swords, shields and protection rings all of which proved useless against her stare.

Intelligence	15
Coordination	12
Predatory Skill	17
Predatory Rank	20
Special	20
	<hr/>
	84

PEPS =	175
Strike Base	6
Damage	II
Armour Equivalent	2
Defense Rating	4
Combat Speed	2
Special Combat	Her gaze turns living beings to stone.

Encounter Mode: Once on the center island there is a one in six chance of encountering Medusa randomly. A quick foray of the temple for treasure or a quick look around will produce a five in six chance of encountering her. Any long investigation will inevitably lead to a confrontation. If the Medusa is wounded or killed, her blood becomes almost as deadly as she. The mere touch of her blood to human flesh causes instant death. It is highly corrosive to any material other than a magical containment device. Furthermore, if any blood touches the ground, snakes will emerge where each drop has fallen.

There are many creatures that prefer places and times of darkness in which to exist and carry on their functions. Some of these are beings which exist on other planes and only share Melanda proper with its other inhabitants during the month of Beldon or during periods when they have been summoned by magical means. Herein are guidelines for setting up your creatures of the dark. The guidelines are general, leaving you as much subjective choice as possible. As always, don't leave all the fun to us -- take the reins and try your hand at turning your imagination (and nightmare) into challenges for your Melandians!

THE ENTOMBER

PEPS = See Below

Intelligence	15	Strike Rating	13
Coordination	12	Damage	Suffocation (1d6+1)
Predatory Skill	10	Armour Equivalent	6
Predatory Rank	16	Defense Rating	3
Special Abilities	10	Special Combat	Spook horses on 1-5 (d6)
	63		

General Information: "The Entomber" is a vengeful spirit trapped within the sands which cover his rotten bones. His mind twisted by countless eons of spiritual imprisonment, the Entomber's goal is now to entomb as many others amidst his bones as he can. Unless contacted by someone who can open a channel between this world and the next, the spirit will relentlessly pursue this goal. However, if reached he will tell his tale of woe -- his death by treachery and the casting of his remains on to the sand without proper burial. He must remain trapped here until given a proper burial, and even then he will not be permitted to enter the spirit world until his death is avenged. He will then bargain with the lives of captured party members for a promise of help in attaining revenge.

Encounter Mode: The very presence of the Entomber will most likely spook the horses and cause them to throw their riders. Emitting a ghostly chant, the Entomber will reach out of the ground with sand-formed hands to seize his victim and pull him beneath the sand to suffocate. Adventurers must either avoid, escape from or bargain with the spirit, for he can not be defeated by any traditional or natural means. Once siezed, a combined Physical Power equivalent to 3 persons of exceptional strength is needed by the victim and his helpers to pull free of his grasp. The Entomber's hand can be dissipated by any critical hit, but will reform in 4 combat rounds.

SAND STALKER

PEPS = 155

Intelligence	15	Strike Rating	13
Coordination	8	Damage	Type III
Predatory Skill	10	Armour Equivalent	6
Predatory Rank	16	Defense Rating	4
Special Abilities	7	Combat Speed	1
	56	Special Combat	Takes no damage from sharp or pointed weapons. Spooks horses on 1-3 (d6)

General Information: The "Sand Stalker" is the embodiment in sand of a spirit which is in control of another. Summoned to do the bidding of his master, it will ignore any party which it has not been ordered to attack. Sand Stalkers are very rare and are generally directed against a party by a spirit master. These spirits can be temporarily negated by a party member who can contact the spirit world; but only long enough for the spirit to give his name, the name of his master and the means by which he can be released from his master's control.

Encounter Mode: The Sand Stalker's presence will most likely spook any horses, causing them to throw their riders and flee in panic. The Stalker will then try to accomplish whatever task he has been set; i.e. to steal some object, to capture and carry off a party member, or simply to kill a member of the party. In addition to his great size and strength, the Stalker can not be harmed by sharp or pointed weapons. Blunt weapons move up 1 weapon type versus these creatures. Once a Sand Stalker loses more than 2/3 of his PEPS, he will flee his sand form and return to the spirit world.

DESERT IMP

PEPS = 125

Intelligence	15	Strike Rating	--
Coordination	15	Damage	--
Predatory Skill	5	Armour Equivalent	--
Predatory Rank	10	Combat Speed	--
Special Abilities	12	Special Combat	See Below
	57		

General Information: This spirit has chosen to come back to material form to carry out his mischievous pranks. He appears as part of a swirling sand storm. There is no natural or traditional means of defeating it, nor can it be readily avoided. The recommended approach is to ignore it and securely fasten all your equipment and valuables.

Encounter Mode: Appearing as part of a sand storm, the spirit will engulf the party and put them to sleep in 1 d6+2 combat rounds. The Desert Imp will then blow away any loosely secured articles and bury them in the sand. There is a 10% chance that if the party totally ignores the spirit, he will go away. Of course, a Desert Imp is quite indistinguishable from a real sand storm unless the party has a member who is especially attuned to the spirit world.

\* \* \* \* \*

#### LAMDANE

These lesser spirits have been summoned to perform a task and are sometimes released from their bondage by being asked to perform an overly complex task or by badly managed summonings. They inhabit bodies given to them by the summoner -- usually corpses. The Lamdane lack any real will of their own and may spend their existence carrying out the last order given to them (i.e. guarding a tomb) or simply wandering over some familiar turf destroying all that intrude. Most common among them are Zombies and Mummies (at increased stages of deterioration, they may appear as Skeletons, although this is not the only explanation of an animated Skeleton). These creatures cannot be killed per say, only released from their Melandan bondage and sent back to the Abyss! To do so, one must incapacitate the body which harbors the spirit.

#### MUMMY

PEPS = 70

Intelligence	0	Strike Rating	7
Coordination	8	Damage	Type IV
Predatory Skill	16	Armour Equivalent	5
Predatory Rank	12	Defense Rating	-2
Special Abilities	7	Combat Speed	2
	43	Special Combat	None

General Information: These are spirits cast into mummified remains in a tomb or burial pit. Much of civilized Melanda honors the pyre as the chief means of sending on one's dead to the Netherworld, but many of the more primitive or secret parts of the planet's populace do not follow this custom. Mummies neither eat, drink nor rest as their assigned body is already deceased.

Encounter Mode: Using what information exists in the Abyss, this tireless hunter will stalk down those who defile the tomb under his protection or anyone who has upset the mummy's master.

#### ZOMBIE

PEPS = 60

Intelligence	0	Strike Rating	8
Coordination	8	Damage	Type III
Predatory Skill	10	Armour Equivalent	3
Predatory Rank	12	Defense Rating	-1
Special Abilities	6	Combat Speed	2
	36	Special Combat	None

General Information: More common in Melanda, the Zombie is a little less viscious than its mummified counterpart. The condition of the body the spirit occupies can affect his labor, but like other Lamdane, he is free from normal mortal weaknesses and can therefore stay on a trail tirelessly.

Encounter Mode: Normal stalking combat.

#### SKELETON

PEPS = 35

Intelligence	0	Strike Rating	8
Coordination	8	Damage	By Weapon
Predatory Skill	10	Armour Equivalent	0
Predatory Rank	10	Defense Rating	-2
Special Abilities	5	Combat Speed	2
	35	Special Combat	None

General Information: These are the weakest and the rarest of the Lamdane as they exist normally only by lack of a more suitable form for the spirit or due to continued decomposition of a zombie/mummy body.

Encounter Mode: Normal stalking combat.

NOTE: Intelligence is synonymous with MP for creatures of this type.



Much more powerful than the Lamdane, this class also occupies a body -- only one's that's living! These spirits are the undead because of the life in the form that they inhabit. Whether it be wolf, bat, man, etc., that they inhabit does not affect the power that they possess. They can exist and be abroad during daylight or night, but are greatly weakened during the hours of light. If the form they inhabit can be destroyed during these hours they are forced to return to the corners of Hell. Destruction is possible by burning (and scattering the ashes across running water), decapitation, or driving an ashen stake through the fiend's heart. They are subdivided into Drakulos and Wempiros.

DRAKULOS (VAMPIRE-MAN)

PEPS = 165

Intelligence	17	Strike Rating	7
Coordination	17	Damage	By Weapon*
Predatory Skill	16	Armour Equivalent	5
Predatory Rank	16	Defense Rating	-4
Special Abilities	12	Combat Speed	4
	78	Special Combat	See Encounter Mode

General Information: The Drakulos are the most dreaded of the undead! They think, hunt, and corrupt extremely well. The vampire-man is a threat to all that lives for he seeks the blood of his victims (from which he gains strength). \*The damage from blood loss received as a result from the bit of a Drakulos does more than pep drain -- the first bite does 6 + 1d10 PEPS of damage; the second bite does 12 + 2d10 PEPS; and the third bite will drain a victim and he will die, only to rise again and march on the world listing after life's blood. Such drained victims will function as Wempira unless they drink of their master's blood, achieving Drakulos status themselves.

Encounter Mode: The Drakulos can not be stop from achieving its ghoulish feasting (except by holy relics or Danesfoil which is mentioned in the Kai Detanna instructions). It will use any of the beasts at its command (wolf, bat, rat, black stallion or swan) to aid it in its conquest. The Drakulos commands any Wempira that became so at its doing.

WEMPIRA (VAMPIRE)

PEPS = Vary by Type

Intelligence will be average (animal) for all Wempira, except humanoid. Each of the other statistics will be based on individual type, keeping in mind that all of the beasts, excepting the stallion and swan, will be unusually large. Armour Equivalent on all will be 5. All will do blood sucking damage as follows: 1st Bite 6 + 1d6  
2nd Bite 12 + 2d6

Subsequent bites will normally constitute eating the body, although there have been tales of a group of vampiric rats who kept a man barely alive for three weeks so as to guarantee themselves a steady source of nourishment -- they even brought him food and water!

\* \* \* \* \*

DANESHI

To describe the Daneshi is an exercise in futility, since they appear as different as there is variety in the species of life. The best that can be done is to give an idea of some of the various ways in which men can experience the Netherworld. As spirit shapes similar to the beings they were in life, these creatures are seldomly harmful (i.e., the spirit of a small cat or dog would appear as this formerly harmless creature). However, often because of some uncompleted task in life or some curse, some Daneshi exist in both the Nether and the Material World. These are most often seen as ghosts, phantoms, and spectres, all of which are awesome to behold. So much so that it is rumored that those of weak temperment visibly age at the very sight of these ghastly visions.

GHOSTS, PHANTOMS, SPECTRES

PEPS = Irrelevant

Intelligence equal to that of the deceased.  
Coordination equal to that of the deceased.  
Predatory Skill and Rank are not relevant.  
They do not attack in any normal fashion. Normal weapons pass right through them.

General Information: These are the least bothersome of the special Daneshi. They appear frightening to behold since they look quite real and yet one can see right through them. (Adventurers should be made to roll versus their Mental Prowess or have their lifespan shortened by 5%.) The primary differences between the three types are the purposes or nature of their restrictions to the Material Plane. Ghosts are simply spirits who haven't realized that they are dead yet and continue going about their normal activities. Phantoms are the spirits of those who died violently. Usually there is some immediately crucial task that their abrupt end prohibited, and therefore they will try to encourage adventurers to help them. Spectres are the disembodied spirits of a creature (or person) given a chance to atone for some wrong done in life rather than being thrust into the Abyss. All of these three can vocalize (speak, howl, etc.) but can not affect physical substances.

WRAITHS

PEPS = Those of Deceased

Intelligence	Same as Deceased	Strike Rating	6
Coordination	20	Damage	4 + 1d6 (cold)
Predatory Skill	15	Armour Equivalent	4*
Predatory Rank	15	Defense Rating	-6
Special Abilities	8	Combat Speed	4
	??	Special Combat	*Disregard critical hits, except death criticals

General Information: Wraiths are the spirits of particularly strong willed individuals who are holding on to existence and fighting to step into the Netherworld. Because of this conflict, they maintain some substance, meaning that they can touch and be touched. They will fight someone who might discover their corpse, believing in some twisted fashion that so long as no one knows they're dead, then they are not. They appear ghostly (but a little more solid) as apparitions of their former selves in whatever state of decomposition the body is currently in. Existing in the fear of discovery, the wraith will try any means to keep a party from entering the area of his rotting remains.

\* \* \* \* \*

DEMONICA & DEVISHI

The Demonic and Devishi should be described to fit the image you hold as most abhorrent in your mind. The various creatures combined to give the Demonica bodily form will determine their capabilities. Amongst these demons we find the dreaded KRSH (warrior orcs) which are the living representation of the Evil Bashite (the prince of the pit) -- they were his first experiment. Also included are: the hounds of Hell which breath fire; the spiteful gremlins who are the size of small children and possess the abilities to become invisible and to cause intense pain by touch (12 points of scorching damage); the awesome Lemaka, the demon lord of all giant insects; Crocaka, the demon lord of the serpents of the land; Wyrmarka, the demon lord of the great serpents of the air; and Succubaka and her minions, the succubi!

All of these beasts are highly dangerous by nature, especially because of the protection which surrounds them. All have hideous hides baked by the fires of Hell until they offer the protection of scale mail, although they are no more of a deterrent to agility than normal clothing. Each have the ability to detect the tampering with the Essence occurring during the practice of most sciences. Most importantly, they are protected against the interfering power of the sun, and are therefore a threat day and night. Preferring the cover of darkness, they are most active during the Month of Night Darkness, when the days are even gray and misty.

DEMONICA

Except for the Demon Lords, all the statistical data below is merely intended as an example -- there are as many different types of demonic minions as you dare to invent!

KRSH (WARRIOR ORCS)

PEPS = 70

Intelligence	8	Strike Rating	6
Coordination	10	Damage	Type III and Special
Predatory Skill	16	Armour Equivalent	8
Predatory Rank	12	Defense Rating	-2
Special Abilities	12	Combat Speed	3
	58	Special Combat	Rending damage if critical

General Information: The Krsh vary in visage from place to place and are usually named in conjunction with their locale (i.e., jungle orcs are Gisakrsh, mountain orcs are Balakrsh, etc.). Normally, they appear to be the combination of apes and wild boars, but can possess different features based on the most dreaded creatures in their location. They inspire fear on sight that only the bravest can withstand and are quite ferocious fighters.

Encounter Mode: They generally use no particular strategy or tactics, but fight with normal hand to hand tactics as a humanoid.

DEVISHI

The Devishi are numbered, as the generals of Bashite, and the number is six (as Bashite hopes someday to rule supreme over all seven of the planets). The six are called Baal, Set, Morht, Orphemus, Petros, and Craw. Each is a terror in his own right and surrounds himself with servants as befit his fiendish personality. All are protected at least as well as the demons (from whose ranks they were promoted). Each possesses a particular talent or taste for unique weapons or items of torture. If Devishi are summoned through Kai Detanna, it is usually the minions who go forth since there is no known rune for the names of the six or Bashite. However, they may choose to put in an appearance without being asked. Normally, they do not bother as they prefer their minions to do the work, while they devise deadly plots

\* \* \* \* \*

As promised this section offers you the method of creating as many and as varied a collection of monsters as you wish for your campaign. Although the examples on the preceding pages were copious, they represent only a small percentage of the actual creature life possible in any campaign.

Keeping in mind the predesigned entities which you have just seen and using the following guidelines, you should have no trouble in creating the monster of your dreams -- let your imagination run amok!

#### DETERMINING BASIC CHARACTERISTICS

Each creature is rated between 1 and 20 in the categories of Intelligence, Coordination, Training/Predatory Skills, Advancement/Predatory Rank, and Special Abilities. This may be accomplished in four different ways:

- 1) Direct Reference means simply referring to an already existing compendium of monsters, whether it be the preceding listings of Melanda or some other printed manual. The one published here can be used directly or with whatever changes you deem necessary for your campaign. Use of other published catalogues should represent little difficulty in conversion.
- 2) Objective Analysis is done by comparing your creature to one already existing in the real world or possibly defined in a familiar myth to determine the extent of his abilities.
- 3) Subjective Assignment is the process which allows the GM to decide how to permit his creature to do what it was created to do in the first place.
- 4) Random Die Rolling can be used for any decision making which is not enhanced by one of the previously mentioned methods.

#### DETERMINING COMBAT VARIABLES

PEPS: How much damage a creature can sustain may be determined in the following manner:

(Intelligence + Predatory Rank) X 3 = PEPS	(If smaller than 3')	Small
(Intelligence + Predatory Rank) X 5 = PEPS	(If between 3' and 9')	Medium
(Intelligence + Predatory Rank) X 7 = PEPS	(If larger than 9')	Large

STRIKE RATING: Using the following chart, total the creature's pluses and minuses and then subtract from 20. This becomes the non-player entities Strike Rating.

GM NOTE: You may wish to start with a number lower than 20 to hasten combat or to make your creatures more deadly.

<u>INTELLIGENCE</u>	<u>COORDINATION</u>	<u>TRAIN/PRED.SKILLS</u>	<u>ADVMNT/PRED.RANK</u> <sup>1</sup>	<u>SPECIAL</u> <sup>2</sup>
19-20 -3	19-20 -5	19-20 -3	19-20 -6	19-20 -3
17-18 -2	17-18 -4	17-18 -2	17-18 -5	17-18 -3
14-16 -1	14-16 -3	14-16 -1	14-16 -4	14-16 -2
09-13 0	09-13 -2	09-13 0	09-13 -3	09-13 -2
05-08 0	05-08 -1	05-08 0	05-08 -3	05-08 -2
03-04 +1	03-04 +1	03-04 +1	03-04 -2	03-04 -1
01-02 +2	01-02 +2	01-02 +2	01-02 -1	01-02 -1

DAMAGE: The easiest method of determining how much damage your creature is dishing out (barring unusual affects such as fire breathe) is to assign him a rating on the Weapons Type Damage Chart. This figure may be developed further if you believe that your creature would do damage beyond that which is on the chart.

ARMOUR EQUIVALENT: Derived from the chart below, this refers to the hide thickness or at least the degree of difficulty of penetration of its skin or protection.

<u>ARMOUR EQUIVALENT</u>	<u>INTELLIGENCE</u>	<u>COORDINATION</u>	<u>TRAIN/PRED.SKILL</u>	<u>SPECIAL</u>
Clothed/Naked 0	19-20 -3	19-20 -5	19-20 -3	19-20 -3
Padded 2	17-18 -2	17-18 -4	17-18 -2	17-18 -3
Leather 4	14-16 -1	14-16 -3	14-16 -1	14-16 -2
Chain 6	09-13 0	09-13 -2	09-13 0	09-13 -2
Scale 8	05-08 +1	05-08 -1	05-08 +1	05-08 -2
Plate 10	01-04 +2	01-04 +1	01-04 +2	01-04 -1

<sup>1</sup>The Advancement/Predatory Rank Adjustment can be applied in any of the following ways:  
 1) Subtract it on 1 to 1 basis from the Strike Rating or Defense Rating  
 2) Add to Combat Speed on a 3 (points of advancement) to 1 (point of Combat Speed)  
 3) Assign in combination if GM chooses.

<sup>2</sup>This Special Category is rarely referred to since, even for randomly rolled creatures, the GM should have something particularly in mind when choosing this special critter -- here's a chance for him to implement his devilish plan.

**DEFENSE RATING:** Start with the Armour Value to determine Defense Rating. Use the preceding charts to adjust the number up or down to reflect the creature's ability to fend off blows, skill and advancement.

**COMBAT SPEED:** The initial creature combat speed should be decided upon by the GM, keeping in mind the system for determining the combat speed for player characters.

**SPECIAL COMBAT:** Anything that pleases your fancy or intrigues that not so nice corner of your mind may be included here. Again, this is a subjective category in which the GM's judgement of the potency of the ability will be the determining factor.





## MAGICAL POWER and SCIENCE

47

One of the glorious mysteries of Melanda is that all the world is Magic - it's in the air we breathe, the ground we sleep upon at night, even the waters we swim or develop clever ways to cross. Of course this magic is not as obvious as it once was. Once there was no separation between plants and animals (and sometimes even stone and earth). There was common bond between all that lived and grew. There was mutual understanding that went beyond the limits of verbal speech amongst all that called Melanda home.

Over the centuries, as people intermingled and their strands became less pure, their uncertainty and needs to go to verbal communication lessened their ability to maintain "oneness" with the Essence that was part of all. They lost interest and ability to achieve empathy with plant and animal life (who still got along well, but cautiously) and often times with each other.

The Essence was power without struggle. The Essence remains. The Essence is magic. Some of the present day sciences teach Melandians how to gain glimpses of the Elder days and temporarily experience the "oneness" again. It usually takes much work and concentration of effort. It always requires dedication and proper instruction. The simple science of Veterinary Medicine allows the user to develop a low level of animal empathy in order to properly handle the care necessary.

There is, however, a secret in Melanda. Every humanoid maintains a link with the Essence. He may not know what it is, but all have it. We call this his "magical affinity". It involves the one substance or environment which is closest to becoming an active link with "magic". The average Uridos, for example, has a great love for flowers or music. He/she may believe it is because these things are attractive to the eye or soothing to the ear. Actually, it is because these things come so close to making the halfling experience the communal warmth and compassion (seeing the light, as we might say today!) of ages past.

This magical affinity can be determined in many ways. We believe that the GM alone should determine it and share it only with the player in subtle ways. He could use the character's natural affinity to save him or his party (should they deserve saving) from a situation of hopeless frustration or certain death.

For example: The party has done well, earned reward, but somehow gotten themselves into a situation only a miracle could get them out of. Perhaps surrounded by a raging inferno w/no way out. A particularly valiant member of the party is ignorant of his affinity to water. In his courageous fervor, he has come close to forgetting all other strifes and petty failings (greed, senseless hatred, jealousy, etc.) He is approaching a soul cleansing state which activates his affinity, causing life saving rain. He need never even know he caused it.

On a lesser level, his affinity may enhance his attempts to deal with the sciences. (e.g. an affinity for animals would make Veterinary Medicine come much easier.) It could affect attempts to tamper with the environment. (e.g. a Rune Science Student is endeavoring to summon horses for the party. His chances may improve if the runes are made on or of a substance matching his affinity.)

See the possibilities? Here is one of the many chances to add mystery to your Melandan adventure. We recommend that only certain advanced sage types be capable of recognizing affinities (giving a reason for an adventure if a character even wants to seek out "the Oracle" to learn of his unusual abilities or empathies).

We spoke in the introduction to this section of animals and plants being tied together by the "oneness". Stone and earth have personality as well. Although there is less ability to communicate normally, this personality is not to be overlooked. There are mountain passes in Melanda which (so tales tell) attempt to disguise their entrances or exits to travellers. Some even work in conjunction with certain "monsters" to trap intruders.

On the pleasant side, much of the ability of water, air, stone, and earth to maintain personality can be summed up in one word--memory. The elements never forget. Therefore, a highly developed affinity for an element might in some instances cause a player to see visions of those who passed a certain spot (or maybe died there) or even history was made there.

A simple method for affinity determination follows--the GM may choose to do this arbitrarily or govern the choice by character's background.

	<u>Baladel</u>	<u>Lyradel</u>	<u>Gisadel</u>	<u>Wandel</u>	<u>Uridos</u>	<u>Omenwedur</u>
Earth/Stone	01-34	01-19	01-19	01-09	01-19	01-19
Metals	35-59	20-24	20-24	10-14	20-24	20-24
Water	60-65	25-29	25-29	15-59	25-29	25-34
Air	66-70	30-34	30-34	60-64	30-34	35-49
Plant	71-75	35-69	35-69	65-74	35-54	50-59
Animal	76-80	70-79	70-79	75-79	55-64	60-69
Music	85-89	80-89	80-89	80-84	65-84	70-79
Time	90-92	90-92	90-92	85-92	85-92	80-89
Specific*	93-99	93-99	93-99	93-99	93-99	90-99
Special**	00	00	00	00	00	00

\*reroll, then narrow down the elements of affinity to a particular subclass (e.g. elements = animals, class could be Sar(cat family) or Bro(bears), etc.

elements = water, class could be salt or fresh, moving or still, etc.

\*\*GM option - writing, blood, food, death are all possibilities

This affinity discovery and mystery can be a tool used by the GM to maintain the fantasy and the fun. More specific examples of its application will be seen in future releases. (See Rune Science in the explanations of the various backgrounds--see also scenario: In Search of Starfax.)

Melandan people consider themselves civilized. Those in positions of responsibility consider their society intellectual. They have, in recent decades, discovered the word "science!" Since all of Melanda is "magical" as fantasy gamers think, many things players might call unusual are common place. Melandan's believe that artisans for instance put some of themselves into their creations - and that this part of the artist remains.

Therefore, all studies which are recognized by the majority of peoples are called "sciences". We have already discussed Veterinary Care, Rune Science, and Geographic Political Science. Some of these will permit players to perform acts or obtain understandings by what they would call "magical means". So do not be put off by the label "science" or "studies".

All sciences possess lesser magics. Greater magics are often despised by the civilized as being irresponsible and dangerous. Wizards and Sorcerors are often banned from largely populated areas.

In advanced studies, many learn to do more than merely "summon" or "temporarily alter" objects or creatures. They learn to create by permanently altering existing shapes or substances through tapping into the force of the Essence. This can cause ripples in the basic atmosphere possibly causing problems for adventurers such as a sudden wind change, a momentary respiratory problem (gasps for air or passing out - if low PC), or more severe problems such as storms or earthquakes.

Characters would need years of development not only in schooling but in active application of their science while adventuring in order to begin to have this kind of ability to tap into the Essence. You can see the dangers. These will be dealt with at length as "magical" sciences are developed in future supplements. For now, suffice it to say that when adventurers see a non-player entity who draws symbols in the air amidst cracks of thunder or flashes of light is someone of awesome power.

\* \* \* \* \*

From all of this you, as GM, should be able to draw enough to design scenarios which could evolve into epics of fantasy for you and your friends. Take our formulas and spice them heavily with your imagination to create a stewpot full of adventure and excitement.

One of the most common of the sciences practiced by beginning adventurers is Basic Rune science. Everything has a rune.

Type name is important, (e.g. "tree"). Specific names enhance the power over such, (e.g. "oak tree").

Rune science is the study of symbols and how combining them through the power of names can cause the magical effect.

#### COURSE OF STUDY

- 1st Year: During this year of servitude the rune scholar is introduced to the basic precepts of rune magic. Included is general information regarding the systematic use of runes to alter reality.  
25% Success Base 1-6 Runes
- 2nd Year: This year is spent in serious study in which the student concentrates on becoming one with himself and with Melanda. This is necessary in order to tap the aura that surrounds all and allows its incorporation in to a rune.  
35% Success Base 2-12 Runes
- 3rd Year: Rune development and use highlight the 3rd and final year of study. It is here that the actual construction of runes is taught.  
45% Success Base 4-24 Runes

#### USE OF RUNES

##### NON-COMBAT SITUATIONS

Player should indicate which runes, in what order, for what purpose, length of preparation, and any past successful experiences.

##### COMBAT SITUATIONS

In the intention phase the rune scholar need only declare that he is going to attempt to apply his science and which runes he is going to use. Later, when the Magic Manifestation Phase arrives, he must announce the order in which he placed the runes, the intended purpose, the length of preparation, and any previously successful experiences.

The character must visually display the runes to be used, then he must concentrate on the runes, thinking about the stated manifestation intended. This display must include at least a noun and a verb that are read left to right. CAUTION: The use of more than one verb or some other pattern of arrangement should not be attempted for it may prove disastrous.

##### SUCCESS BASE

The player should use his most recent Success Base from years of training, then add 5% for each year that he has been a practitioner of rune science. To this number he adds 1% for each minute that he has spent in preparation. The resulting percentage is known as his Success Base. Each time that he attempts to apply his science, he should announce this percentage to the GM.

The GM, at his own discretion, can add or subtract from this percentage due to these modifiers:

- 1) Past success, or lack thereof, with that specific rune combination
- 2) The environment in which the attempt is being made; e.g., there would be a much greater chance of success when summoning a fire beast at the brink of a volcano than at the mouth of a river.

##### DEGREE OF SUCCESS

On any successful application of Rune Science, the GM must decide the following:

- 1) How broad an area is effected
- 2) Length of effect
- 3) Degree of effect

The particular situation and the intent of the rune scholar naturally will dictate the general parameters of the effect. However, there are certain modifiers which can heighten or less the effect.

Modifiers include:

- A) The Natural Affinity of the rune scholar; e.g., a player with a natural affinity for fire can summons a much more powerful fire beast, than one whose affinity is water.
- B) The medium used in the composition or display of the rune. The closer this aspect is to either the character's natural affinity or that which is to be affected, the more potent the result will be. For example, the runes "Summons Fire Beast" drawn in flaming oil would produce a far more powerful creature than the same runes drawn in the dirt.
- C) Degree of Concentration. This relates to the character's ability to concentrate under the circumstances which surround him. Obviously, he may lose concentration if an arrow has just pierced his abdomen or a mountain lion is about to devour him.

## RUNES

The following is a list of all the runes which might have been taught in Basic Rune Science. Other runes will be added in subsequent releases. The GM should feel free to add his own and develop means by which players may discover these runes. It is suggested that the character not always be informed as to the exact nature of the runes they discover, however.

### NOUNS

* Omenwedur	☉ Spirit	☿ Wood	☰ Book
* Uridos	♁ Earth	♁ Stone	☏ Horse
☿ Lyradel	☿ Water	☿ Food	☏ House
* Gisadel	☿ Future	☿ Air	☏ Road
* Wandel	☿ Past	☿ Fire	☏ Apparel
* Baladel	☿ Present	☿ Friend	☏ Rider
♁ Beast	☿ Liquid	☿ Enemy	☏ Rock
☿ Bird	☿ Hand	☿ Oil	☏ River
☿ Fish	☿ Sun	☿ Weapon	☏ Mountain
☿ Animal	☿ Moon	☿ Pain	☏ Shield
☿ Plant	☿ Star	☿ Disease	☏ Rain
☿ Flower	☿ Life	☿ Disunity	☏ Blood
☿ Tree	☿ Death	☿ Box	☏ Sea

### VERBS

* Abort	☉ Enchant	☿ Summons	☰ Am
* Alter	☉ Enlarge	☿ Delay	☰ Have
☿ Animate	☿ Locate	☿ Reduce	☰ Can (Could)
☿ Begin	☿ Forget	☿ Transmute	☰ Will (Would)
☿ Bind	☿ Deter	☿ Transform	☰ Shall (Should)
☿ Counter	☿ Ignite	☿ Destroy	☰ Move
☿ Construct	☿ Cause	☿ Hasten	☰ Run
☿ Decay	☿ Open	☿ Understand	☰ Walk
☿ Cure	☿ Repel	☿ Close	☰ Diminish
☿ Disappear	☿ Remember	☿ Purify	☰ Know
☿ Drop	☿ Release	☿ Dissipate	☰ Discover
☿ Embody	☿ Remove	☿ Change	☰ Relate
☿ Encircle	☿ Strike	☿ Disrupt	☰ Entangle
			☰ Grab



♂ Male	T Tall	2 Quickly	Blue
♀ Female	te Short	~ Slowly	Red
* Hot	1 First	• Here	Yellow
♠ Cold	5 Last	• There	Quietly
# Hard	T Black	7 Back	Immediately
u Soft	W White	0 Front	Large
↖ Sharp	o Beautiful	xx Silent	Weak
↗ Dull	4 Hideous	• Noisy	Unknown
o Small	f Strong	tt Now	

## TRANSITIONS

• And	For	• Before	• Also
• Above	From	• After	• Either
• Below	• To	• Except	• Or
• Besides	• On	• In	• Neither
• Between	• At	• By	• Nor
• Up	• With	• Of	
• Down	• Across	• PLURALIZES NOUNS	

## RUNE SCIENCE IN ACTION

A sea captain with 3 years of Rune Science study finds his vessel under attack by a vicious viperfish. He announces his intention to apply his science, using the following runes:

• (Reduce)      o (Large)      ∞ (Fish)

His 3 years of study give him a 55% Success Base plus 15% for 3 years as a practitioner plus 5% for 5 minutes of preparation. The GM adds another 10% because he has successfully used this combination before. With a Success Base of 85%, his roll of 55% is successful. Because the captain has a natural affinity to water, the GM determines that the degree of success is considerable, and the viperfish is reduced to mackerel size, no longer of any threat to the ship.

MEDICINAL SCIENCE AND HEALING ARTS

Occasionally, even in Melanda, adventurers (as well as plants, creatures, etc.) sustain damage or become diseased. It could (Essence forbid) happen to you! There is, therefore, a need for those who can care for the fallen. Practitioners of "curing" vary in technique, level of ability, and training background.

The types of training generally available are:

First Aid	Medicinal Guild Apprenticeship (MGA)	Veterinary Medicine
Basic Herb Lore	Medicinal Guild Lore (MGL)	Plant Care
Surgery	Medicinal Guild Mastery (MGM)	

First Aid refers to field skills which are primarily common sense. (Cleaning a wound, stopping bleeding, arrow removal, etc.) Having been treated, after a few solid hours of rest, characters can recover 10% of the damage lost. This is a pre-requisite to all other healing training.

Basic Herb Lore is an art. It uses plant parts to aid the healing process by holding down infection, temporarily relieving pain, and/or fever survival. The herb chart in the appendix (HC1) defines symptoms and treatments. The source for these treatments is simple folklore tradition.

Surgery boils down primarily to amputation. There is also coverage of bone setting to some minimal extent, as well as minimal coverage of actual operation techniques (primarily geared at removing pieces of weaponry that are deeply buried). It does not guarantee success but gives a 75% base chance which is raised 5% for exceptional MD rating, 10% for remarkable, and 15% for superior. It is also lowered 15% for poor MD ratings, and 30% for inadequate.

Veterinary Medicine and Plant Care are each trainings not received in a school. Both must be learned while spending time working with animals or plants. If this time follows First Aid instruction, as well as training in Basic Herb Lore and (in the case of Veterinary Medicine only) surgery, then the education enable practitioners to apply all they know toward healing sick or injured plants and animals. (Animal Lore and Plant Lore could be taken by player characters as background skills and this would account for the time above. It should be narrowed down somewhat by environment-woods, jungle, plains, etc., or perhaps by climate-tropical zones, frost zones, etc., or maybe even by classification-mammals, birds, etc.) GM's should determine the success of this specialized training.

Medicinal Guilds exist but are open to apprentices by invitation only. The training is grueling and constant. The first year of training is an apprenticeship (MGA). The second year, one is a student of lore (MGL). Completion of the third year makes one a Guild Master (MGM). Basic Herb Lore is a pre-requisite to this training. This science utilizes more rare plants, more involved preparations, or provides more "miraculous" results. Information acquired is considered nearly a sacred trust. Practitioners are often highly respected. There are, however, those who bastardize this knowledge and pervert it in efforts to cause suffering. These sorcerors of the Dark Arts combine the lore with ancient rituals and pacts to enable them to make transformations, injury, or even death. They are feared, and (when caught) persecuted heavily. More on the Dark Arts will appear in further releases.

The appendix (HC1) lists symptoms which guild members are trained to treat, the methods used, and the levels at which this education is obtained. The quantity of herbs available is left to the GM to dictate. There will be a guide to specific recipes, concoction, potions and so forth coming under separate cover.

Many of the preparations covered in the pages which follow can be pre-manufactured (although old concoctions often lose their potency). Otherwise the preparation and treatment take time. The painkillers react the quickest but last only briefly. These do not cure but merely give the adventurer the freedom from agony long enough to think, function, treat the wound, etc. Sedatives enable characters to rest and thereby allow the body to heal itself (speed up natural rest curing). Most fever treatments do little to end the fever but make it bearable (and survivable). Death from fever is frequent among the untreated! These high temperatures can last anywhere from 11 hours to 110 hours (10 hours plus 2d10 rolled as 1-100 hours). Infection can be a killer. Prohibiting it can save limbs - or lives. Herbs, again, don't cure but enable natural curing to take place.

First year training (earning MGA) is an extension of Basic Herb Lore wherein one learns to deal with ills from headaches to constipation. Second year training instructs the soon-to-be Herb Lorist in specific diseases and their treatment. Striving for Mastery (3rd year) one learns the ability to create, use, and sometimes recognize unknown salves, potions, etc.

These healing mixtures are expensive because the training and ingredients are rare and costly. Ripple grass, sage, and waybread are basic ingredients. These do not grow wild anymore but exist in either preserved form or as seeds which are kept secret while many Guild Masters endeavour to find an environment in which they will grow.

Some mixtures are used as poison antidotes. These are made of Belladonna and bitters prepared as a salve to be placed on the injury. If the poison has been taken internally, then the potion must be cooked down, mixed with ale or wine, and drunk.

Burn salves exist made of goat's curd and aloe. These are more common than those listed above and therefore less expensive. NOTE: All salves, preparations, etc., are good for fives uses - if new.

Fourth year training is available by permission only. It will cover the highly advanced skills of healing through inanimate objects - enchanting brooches, rings, etc.

Basic Herb Lore instructs one in treating:

<u>Symptoms/usage</u>	<u>Herb</u>	<u>Method</u>
Pain Killer	Oregano Cloves	Powder or salve on the wound
Sedative	Asparagus root	Elixir
Fever Breaking	Catnip Ash leaves	As a tea In boiling water, cloths dipped into it to bathe and soothe
Infection	Horseradish	Salve on wound (salve made with mustard and ground horseradish)

Wounds will be bathed by any who have First Aid. Alcohol is also used sometimes to clean a wound but only fights immediate infection. None of the above are narcotic or addictive.

An MGA covers the below listed additional curative skills.

Coughs, colds	Anise Garlic Mustard	Tea Worn about the neck or eaten Plaster on chest (or as fever breaker)
Headaches, weakness, etc.	Ginseng* Chamomille	As a tea As a tea
Constipation	Ash bark	Ground to powder as a tea
Vomitting, Diarrhea		
Dysentary, etc.	Nutmeg	In a draft or as a tea, taken often
Swelling	Bittersweet	Salve
Nerves, sedation,	Belladonna**	Elixir
Painkilling	Pomegranate	Split in half and rubbed on wound
Gangrenous	Thyme	Applied directly to the wound while fresh or eaten dry. Do not drink for at least 60 rounds after eating or else!
Infection	Tamarind	

\* Ginseng root is very rare and can be reused a few times.

\*\*An opiate - can be addictive if used too frequently. Possible hallucinations.

An MGL has experience at recognizing and treating specific conditions or diseases:

Respiratory Diseases: Asthma, shortness of breath, lung poisoning, etc. A sesame cracker or wafer is treated with a mustard paste and eaten (3 times a day). The patient should spend at least an hour every day in a cold bath. (See coughs, colds above for treatment with garlic).

Heart and Blood Diseases: Can best be treated by a steady diet of grape juices (wine, if not to excess), eating raw to rare meat once per day, and exercising. A powder of Hawthorne root made into an elixir can be taken to interact with impurities in the blood.  
(The Wandel have always maintained that a soup made from kelp acts similarly)

Poor Or Impaired Vision: Can be aided by a daily diet of Ginseng tea. Stomach injuries or disorders: Birch leaves in a tea have a very calming, soothing, and restorative effect. The tea should be drunk three times daily.

Dysentary: (See above)

Skin and Social Diseases: They are handled best by a salve made from juniper berries (also a cure for impotence if cooked down, spiked with alcohol, and eaten like a broth). Advanced conditions or diseases like leprosy or various "rots" call for isolation, rest, and this treatment for 2-7 days.

In conditions such as paralysis which are a problem but certainly not medical, the adventurer will have to track down another herb specialist quite hard to locate - the Alchemist!

Anda Kai  
(The Science of Contact with The Ether and Nether Worlds!)

Herein lie the secrets of the closely guarded science of contacts with spirits. It is divided into two sections: Contact with Andashi (spirits of the living) and Contact with Daneshi (spirits of the dead). The system is basically the same for both although the Runes and methods of dealing with the spirits once contacted differ. Firstly, it is imperative that you master a little vocabulary and understanding of the intent of the science before learning technique.

Andashi - this refers to the part of the Essence (which men call The Ether) in all living things. This part of any living thing carries the creature or plant's personality, memory, etc. It is for these reasons that one might contact them, so as to learn what the creature or plant has seen, experienced, etc. (also to learn of proper ways of dealing with these creatures/plants in the flesh -- so to speak).

Daneshi - this refers to the part of the Essence (which men call The Nether) which once was part of a living thing. Depending on the strength of character, life span, etc. of the thing in question, this Nether can often contain lingering aspects of the personality and memory of the no-longer-living entity. Also summoned or contacted for reasons of data gathering, these spirits take many forms differing in appearance, strengths, purpose, etc.

Priwedur - The first born of each and every species was blessed by the immediacy of contact with the Essence. These first born (called Priwedur or Pri- and the species name) are the spirit-guardians of their species. Some still dwell on Melanda in mortal form (such as the Prilyra, or tree shepherds) and are therefore often the oldest living beings. Others have left mortality to dwell on the Netherworld holding on to the ancient characteristics of large size and acute senses in order to be able to look out over their "children".

Each species then has a guardian spirit as well as the spirits of once-living brethren dwelling on the Netherworld.

Anda Kai - means literally Essence summoning or contact. It is necessary, in order for the practicing "scientist" to communicate with the spirit, that this select portion of Essence be summoned to his/her location.

#### Instruction:

##### Novice

The first portion of this training involves at least one year of schooling in Rune Science, for one must learn to understand the concept behind Runes and how they affect the world before learning the employment of such Runes in Anda Kai.

##### Apprentice

The second portion of training in Anda Kai takes in two phases: 1) learning the truth behind the terminology above; 2) learning how to combine Runes with special glyphs (picture symbols) in order to protect oneself as well as properly attract the various members of the spirit kingdom. During this portion, the student will learn the species names for some lesser beings and their Runes. (The Priwedur may only be summoned if the individual spirit's real name is obtained. He may choose to show himself at his discretion.)

##### Disciple

Reaching the third portion of instruction, the disciple is trained in the proper names of many specific species (e.g. at second stage one may have learned to contact tree-spirits or cat-spirits; now, one can learn to make contact with birch or oak-spirits and/or lion or leopard-spirits). Depending on the relationship between tutor and disciple, specific Runes may be offered which the tutor has learned for creatures in specific locations.

The final stage of education is to assume tutelage oneself which involves dedicating one's life to protection of the secrets of spirit communion and the seeking out of means to destroy spirit-bane - The Detanna...The Unholy...The Devilsprite!

#### The Process:

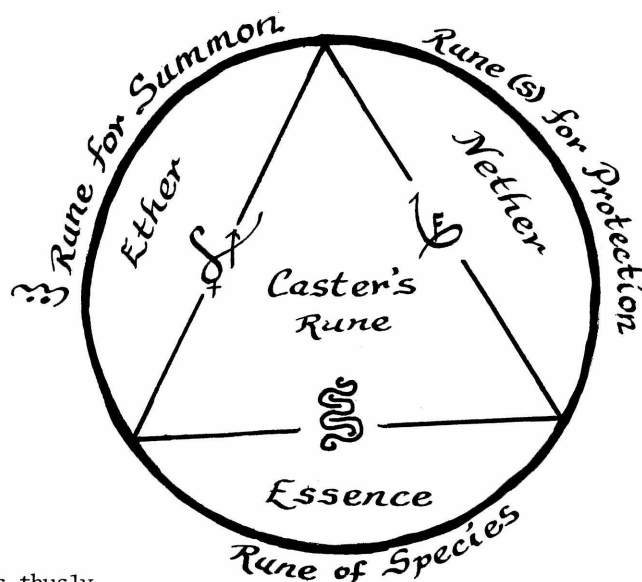
Once the glyphs and Runes are learned, it's simple:

- 1) Inscribe, on earth or stone, the Circle of Life which stands for the never ending cycle of beginnings, endings, and new beginnings which comprise the immortal nature of Melandians.
- 2) Inside this circle, touching only where it comes to its three points, is the Triangle of Spirit Planes (see diagram).

This divides the circle into thirds.

- 3) Along the outer edge of the circle section facing The Ether glyph, goes the rune for "summon" or "contact". (Apprentices should be content with "contact", if interested in their own safety!)
- 4) Along the edge of the circle section facing the Nether glyph, goes the rune for "protection". (Great care is advised in the making of this rune, for the spell could go awry...and then?)
- 5) At this point the spell caster should put the Rune for himself (usually one of the first known) into the center of the triangle and step inside.
- 6) Along the remaining edge goes the rune(s) for the species or spirit with whom contact is being sought.
- 7) Now concentrate and utter the words of activation.





In practice Anda Kai works thusly.

The practitioner goes through the process, step by step, as prescribed. The Runes, glyphs, circle, and triangle must be meticulously drawn taking time and careful concentration. The choice of spirit must be made based on the Runes known, purpose, and the power of the summoner.

Note: GMs can arrive at their own concepts of rating spirits, but we recommend that you use the Mental Prowess ratings in the Non-Player Entities Section and develop a system of matching the spirits to the spell caster through it. For example, a character with Good MP has an even chance of conversing with a spirit of similar rating, but each rating above the character's would add a level of difficulty to the character's chance of convincing the spirit to aid him. The spirits are not normally dangerous (although the Priwedur can get riled by anyone abusing their kin), but sometimes are not overly inclined to be all that helpful. Of course, there's also the chance that the spirit just might not know whatever is being sought of him.

If the character's Mental Prowess is higher than the spirit summoned, it increases his chance of successfully convincing said spirit to offer assistance.

Oh yes. One last thing. Remember the Detanna (Devilspirit)? Well, if you happen to do a real bad job of the Runes, glyphs, etc., the only thing you have to fear is that said Devilspirit might send someone instead of the intended spirit to...uh...confuse you.

So, good study, good work, good spirit conversation, and good luck!

NOTE: The prime difference in dealing with Daneshi is that they are 'summoned' rather than 'contacted'. As with all spirits, it is proper to be polite in making your wishes known. The daneshi, however, are particularly sensitive and need to be convinced that there is an important reason for their being disturbed.



Kai Detanna  
(The Black Art of Summoning Detanna - Devilspirit!)

Herein lies the ancient art of abuse...abuse of its cousin the science of Anda Kai. Herein lies peril for the foolish and great power for the bold and heartless! If you are inclined toward morality, kindness, or any of the other weaknesses of the good, then read no further. To go on, one must have few principles and be willing to risk all for the power that comes from Hell!

To stand completely ready to embark upon this trek into the abyss, one must first be competent in the science of Anda Kai at least at the proficiency of apprentice (second stage completed). Then, the seeker must find a devil guide. Devil Guides are disciples of Kai Detanna, who as part of their indoctrination to full-fledged devil worship, must instruct those who wish to learn in the lesser species of devils and demons of the corners of Hades. These creatures can bridge the gap between the Underworld and the Material only when summoned or during the month of Beldon (when they roam freely).

More important than ever in Anda Kai one must understand the beings and forces to be summoned:

Devilspirit - this is the general term for all spirits which have departed the world of the living and yet been prohibited from entering the Netherworld. How they were prohibited or why they refused to enter the world of realigning Essence determines the power and type of spirit bane. Specifics can be learned in the Detanna section of the Non-Player Entities pages, but in general, the Detanna are prohibited from entrance to the Nether by the Collector of Souls (Varusand) due to their evil practices while living.

Lamdane (walking dead) - this class of devilspirit includes the lesser spirits which can be summoned and commanded if the ritual is properly carried out. They lack a mind of their own and will need to be offered a vehicle (corpse) if they are to carry out a physical task.

Na Dedane (undead) - this is the first of the classes of the Detanna. This class includes the somewhat powerful force of spirit which refuses to acknowledge death's hold. This force can occupy or take form at great variety - wolf, bat, man, black stallion, rat, or even that of a great black swan. Special means, known only to certain holy men, are required to lay to rest these roaming spirits. These cleansing rites are not the only protection against these foe, however. All of the Na Dedane fear a plant called Danesfoil - (death's foe).

Note: Danesfoil has remarkable healing properties and will be mentioned at greater length in the Alchemy Science.

Also effective against most Na Dedane are truly holy relics or symbols. All of these undead can be recognized by their inability to cast reflections in a mirror or pool, regardless of form.

Demonica (the undying) - these are to be feared under nearly all circumstances! These beings do not die, as we understand death. Most of these creatures were actually conjured (or manufactured) by the Bashiste ...the first and most loathsome of perverse creatures to roam Melanda. (For more of this tale, see Devishi in the Non-Player Entities pages.) The Demonica (or Demons) were his pride and joy...the greatest of his force of evil and chaos! Inhabiting bodies made of pieces of various creatures these make hideous servants. Being physical even in their home, the darkened ring about the very center of Hell, these are free from having to be summoned to appear on the material surface of Melanda. These come and go at will under normal circumstances and are some of the most vicious and feared creatures on the planet.

Devishi (powers over death) - the most powerful of the Detamma, second only to Bashiste himself, the Devishi (or devils) are Demonica who have earned favor with their master. He has given them great power, oftentimes including items of power captured and perverted or evil great creatures to ride as steeds. (It is rumored that the first of the great flying serpents was created by Bashiste as a mount for one of his generals during the wars with the Lyradel.)

Triangle of Vorkan - this is the triangle of binding, a symbol placed over the Triangle of Spirit Planes in opposition to it (see sketch) so as to permit the hopefully protected summoner to bind the devilspirit to some deed or answer. It is this knowledge (the knowledge that this triangle exists and how to make and use it) that makes the twisted art of Kai Detanna functional.

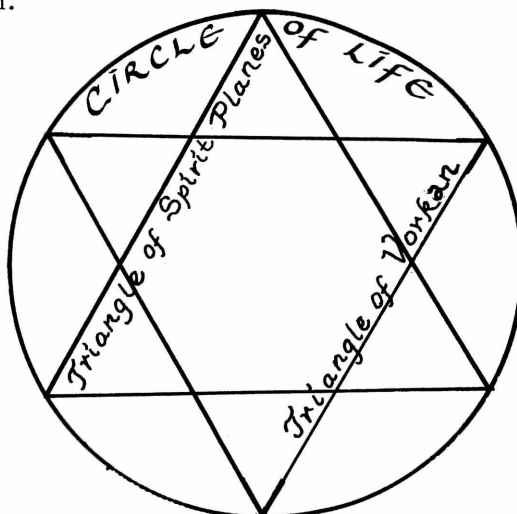
The Procedure: All of the process of Anda Kai is repeated with few exceptions: 1) instead of a Rune of species of spirit, of course one uses a Rune of devilspirit class. The more specific you can be here the safer for all concerned. Knowing the Rune for a specific undead or demon greatly enhances your control over the summoned being. (Such beings will never knowingly give out their real name so that a Rune might be developed.)

2) Protection Runes cannot be emphasized enough for in Kai Detanna they may be all that stands between the spell caster and being carried off to slavery in the Abyss! During the first phase of instruction protections will be taught which will help the spell caster, but in the end the difference will be made by the successful drawing of the diagram, the time taken with the Runes, and the summoner's Mental Prowess.

3) Before activation, the Triangle of Vorkan must be inscribed as in the sketch below. The required accuracy of this triangle's opposition to the other usually means that the caster will carry with him measuring devices necessary to ensure his competence.

4) Lastly, the caster must sprinkle fresh blood on both the Rune of Detanna class and his own Rune. (If the blood is from the summoner it enhances his chance of success -- although enough is needed to weaken him/her physically by 2 points of PC.) Sacrificial blood of another being will do in most summonings, however, (except Devishi) with humanoid blood being preferred.

5) Then, and only then, is the devil worshipper ready to stand on his bloodied Rune and begin the concentration of activation.



If the spell caster has performed ably, then he will summon forth a devilsprite which will match wills with him for a number of rounds (a Lamdane for one round, a Na Dedane for two rounds, a Demonica for four rounds, and a Devishi for eight rounds). If the spellcaster did not botch his inscriptions he will find that a Good Mental Prowess is sufficient to control any Lamdane. GMs should use this as a measure for judging the success of the spellcaster's binding. If bound, the spirit will perform a task within its scope of ability and within the scope of the time of control. (A summoner can control a spirit for one hour for every point of combined MP and PC he possesses at the time of summoning. He cannot leave the area of binding being restricted to remaining in the bounds set by the opposing triangles. As the hours progress he/she will note the strain upon their person as they lose temporarily those points of MP and PC.)

#### Some Pitfalls:

Bad inscriptions may be the cause of a more powerful spirit than one you attempted to reach arriving to deal with you. Perhaps no spirit will arrive at all if the ritual is not properly performed. Practicers of Anda Kai will hunt you with a vengeance if they learn of your practicing devil worship. Any interference with your concentration while awaiting the completion of your spirit's appointed task will free him from his oath to help, leaving him to do as he pleases to the world at large or to you! Each use of this art shortens your anticipated life span by 2%! Still there are those who covet power and are willing to risk all in order to have it. If you are one of these, then Kai Detanna opens its arms (and bares its fangs) to you and welcomes you to your hellish delight!



## OPTARNA

## (SCIENCE OF STAR WATCHING)

Nedur, the father of this science, was constantly conscious of the affect the stars had over the lives of Melandans. Time, heat, light...All of these and more were results of the stars and their patterns. Perfecting Berrien's calendar, he documented enough data regarding the nine constellations and their movements that his work became the basis for land and sea navigation.

During Beldon, month of night darkness, the absence of stars seemed to mean free reign to evil. Peering long into the endless dark, Nedur believed he caught glimpses of the other planets. Wishing to see further, he set about developing a seeing device. After many false starts, he settled on an elongated tube with glass in it to concentrate his viewing area. What he needed was magnification!

Garbadel, a Baladel prince who's been banished for loving a mixed-blood common girl, came to Nedur one day with a marvelous find. He had discovered a strange rock in a cliff face. The rock appeared black and hard, but in reality peeled off in thin layers with a short knife. The reason he'd brought it to Nedur was that when one looked through a layer of this stone it was clear, not black, and seemed to enlarge objects which were viewed through it.

Nedur went to work with the rock, which he named Belop (Stone of Sight). He perfected a way of cutting and mounting these sheets inside of the tube at regular intervals to provide him with star gazing magnification! He called the tube a Belopse.

\* \* \* \* \*

Since Nedur's day, the Belopse and its varied descendents have become tools of star gazers throughout the planet. Many who combine Optarna with Mapping/Charts Training have become land and sea navigators of great renown.

In the past two centuries, sky maps have begun appearing with over 50 constellations plotted throughout the heavens.

A novice of Optarna must read and write. His first exposure to training is a review of the Prime Constellations (Nedur's Nine), basic star pattern theory, and an introduction to the equipment used.

As an apprentice, one is sent to Mapping/Charts Training (someone who already has this training, may skip this phase of study).

To go on, one becomes a disciple of Optarna. Disciples are exposed to some ancient writings regarding star patterns, taught to make predicted sightings, and assigned duties on star map production.

Masters of Optarna have no time for anything but star mapping. They are often contacted by folklorists or historians to research rumors or facts relating to the stars' affects on some event in the past.

The prime constellations in order of their annual appearance are these:

MONTH	CONSTELLATION
1	The Plow
2	The Hammer
3	The Ash
4	The Battle Horn
5	Draco, the Dragon
6	The Gitsar (Jungle Cat)
7	The Balance (Scales)
8	The Trident
9	The Gull

Some other notables are:

- The Rhino
- The Peacock
- The Giant
- The Var Naga (Guardian Spirit)
- Heavens Blade
- The Three Rings of Nedur

A student has many benefits when he studies the most respected science in all Melanda. The Optarnist has an automatic safe conduct through civilized parts of Melanda. He is free to enter any library or school in order to pursue knowledge. Once a disciple, the Optarnist's name is recorded in the Book Of Names which all true sages have and use when seeking assistance or offering advice or teaching.



# HISTORY:

The ability to summon and control elemental forces on Melanda can not be bought or learned, but must be bestowed by the gods. The gods do not bestow this power lightly or frequently. Ancient Melandan tribes sometimes made pacts with the gods for these powers in exchange for defeating the enemies of the gods and swearing eternal homage. These pacts have long since been forgotten; however, occasionally an ancient artifact touched by the gods which was the symbol of such a pact is found. Only those whose ancestry is in direct succession to the royalty of those ancient tribes can evoke the object's power. It has also been recorded that the gods have favored certain individuals for acts of extreme importance in preserving the balance of nature by granting them a measure of elemental control. The power of elemental control is not without its drawbacks for it exacts a terrible toll upon its user. It leaves the summoner totally fatigued and unconscious. Complete recovery can take up to two weeks. In fact, a permanent price must be paid for use of this power at the highest levels.

# MECHANICS:

Only those player characters with a combined PP and PC which exceeds 28 may evoke elemental control. The type of elemental spirit summoned and its abilities will be explained in detail in a later section. No one character may summon or control more than one of the elements. The effects on the summoner and the duration of control are outlined below.

	LENGTH OF CONTROL	IMMEDIATE EFFECT	TEMPORARY*	PERMANENT
Lesser Spirits	Stay until naturally dissipated	1 Day - Total Fatigue	-7 split between PC and PP	None
Greater Spirits	Remain number of rounds equal to $\frac{1}{2}$ PP and PC	8 Hours - Unconsciousness	-14 split between PP and PC	None
The Titan	To perform one task, will leave when completed or deemed impossible to complete	12 Hours - Coma	-21 split between PP and PC	-2 from PP or PC

(All Titans subject to availability.)

\*Temporary Loss of Points are regained at a rate of 1 per day.

# THE ELEMENTS

## AERIE:

Sylphs - These smallest of the wind spirits bring the gentle breezes that aid sailors in smooth and continuous voyages. They also give comfort and relief to those oppressed by heat fatigue.

Sharnahs - These spirits bring the strong winds and gales. They can be employed to hasten sea voyages or to calm troubled seas. They can also be called on to impede the progress either on land or sea of some person, group or even a small army of men.

B'Haarshans - "The Whirlwind" is a beast of significant destructive power. It can create a storm at sea that can destroy an entire armada, a sand storm to bury an army, or a tornado to batter a castle to rubble. It may be summoned from anywhere out of doors.

## PYROS:

Fyrs - These small tongues of flame can be used to ignite any normally flammable material. Fyrs may also cause chaos among a small group of persons or animals. They inflict normal fire damage (1-6 per round) until they are extinguished.

Salamandrai - Although the salamandrai can duplicate the feats of the fyrs, its greatest worth lies in its ability to take a myriad of shapes; i.e., a wall to block passage, a circle to imprison or protect, or a fiery lizard which can race through fields or orchards setting all ablaze.

Holokauston - "The Fire Beast" is a virtually unstoppable inferno. The Holokauston could and has reduced whole metropolises to cinders. It stands nearly 20' tall and 12' wide. It may be summoned from a great fire source; i.e., a volcano, forest fire, etc.

## WANDURU:

Wafians - These are small and essentially harmless spirits that can be called upon to put out small fires or dampen one's spirits (excuse the pun). Their greatest use is that they can be called upon to produce drinkable water.

Sprites - The only elemental spirit to appear in female guise, these lovely creatures are more playful than harmful. However, many a moonstruck sailor has plunged to a watery death in pursuit of

them. Their beauty and watery antics may be used to create havoc as a delaying or diversionary tactic.

Tsumani - "The Great Water Wall" is possibly the most destructive of the elemental titans for it can destroy entire coastlines and their inhabitants in a matter of moments. Once set in motion, no force known can stop it from completing its destructive path. It may only be summoned from a large body of water.

#### GEON

Genomus - The earth spirits appear as little old men, perfectly attuned to their environment so that they may act as guides or a source of information about the surrounding terrain. The genomus may also elicit the aid of the creatures in the area to help the summoner.

Terrigenus - These creatures appear as giant rock-formed humanoids. They are generally used as a fighting force (2-12).

Intelligence	0	Strike Rating	10
Coordination	7	Def. Rating	10
Predatory Skills	15	Armor Equiv.	Plate
Predatory Rank	20	Damage	Type 5
Special	10	Special:	Invulnerable to cutting weapons, fire & cold
	52		

Kavahuleus - "The Mountain Mover" is the only elemental titan whose sole purpose is not to cause destruction. Kavahuleus is an incredibly destructive force causing quakes and incalculable smashing damage. However, he is much more suited to rearranging the very surface of the earth, and can change the course of a mighty river, form a mountain where none existed, create a path or road miles long through all sorts of terrain. It may be summoned from anywhere out of doors.



0020  
14

# GM's CONVERSION CHART

Stat No.	Skill	RACES						Comments
		B	W	L	G	U	O	
3 5	Outdoor Survival	Y	Y	Y	Y	Y	Y	Once per locale
2 5	Crude Weaponry	#	Y	Y	#	Y	Y	(1)
3 5	Horsemanship	N	N	Y	N	N	Y	
3 5	Land Navigation	Y	Y	Y	Y	Y	Y	
3 5	Marine Navigation	N	#	N	N	N	Y	
3 5	Subterranean Navigation	#	N	N	N	N	Y	(1)
2 5	Climbing	Y	Y	Y	Y	Y	Y	
2 5	Swimming	N	#	Y	Y	N	Y	(1)
2 5	Swimming, Speed	N	Y	Y	Y	N	Y	Prereq. Swimming
2 5	Swimming, Distance	N	Y	Y	Y	N	Y	Prereq. Swimming
3 5	Swimming, Deep Sea	N	Y	N	N	N	Y	Prereq. Swimming
1 5	Hunting	Y	Y	#	#	Y	Y	
1 5	Fishing	N	#	Y	Y	Y	Y	
1 5	Traps/Snares	Y	Y	#	#	Y	Y	
2 5	Outdoor Stealth	Y	Y	Y	Y	#	Y	
2 5	Urban/Indoor Stealth	N	N	N	N	Y	Y	
3 5	Tracking	Y	Y	Y	Y	Y	Y	
3 0	Shadowing	Y	Y	Y	Y	Y	Y	Prereq. Out. Stealth
3 0	Camouflage	Y	Y	Y	Y	Y	Y	
1 0	Pilfering	Y	Y	Y	Y	Y	Y	Prereq. Out. Stealth
1 0	Locks & Bars	Y	Y	Y	Y	Y	Y	
3 0	Disguise	Y	Y	Y	Y	Y	Y	
3 0	First Aid	Y	Y	Y	Y	Y	Y	(2)
4 0	Herb Lore	N	Y	Y	Y	Y	Y	(1) Prereq. 1st Aid & Plant Lore
4 0	Plant Tending	N	Y	Y	Y	Y	Y	(1)
4 0	Veterinary Medicine	Y	Y	Y	Y	Y	Y	Prereq. 1st Aid & Animal Lore
3 5	Running, Speed	N	Y	Y	Y	N	Y	
3 5	Running, Distance	Y	N	Y	Y	N	Y	
1 5	Archery	Y	Y	#	Y	Y	Y	
1 5	Hand Projectiles	Y	Y	Y	Y	Y	Y	
1 5	Small Arms	Y	Y	Y	Y	#	Y	
6 5	Heavy Arms	Y	N	Y	Y	N	Y	
6 5	Two-Handed Weapons	Y	Y	Y	Y	N	Y	
1 5	Swordmanship	Y	Y	Y	Y	Y	Y	Fencing/Dueling
2 5	Swordmanship	Y	Y	Y	Y	Y	Y	Hacking/Slashing
1 5	Special Weaponry	Y	Y	Y	#	Y	Y	Gisadel get blowgun
2 5	Individual Tactics	Y	Y	Y	Y	Y	Y	(2)
3 5	Unarmed Combat	Y	Y	Y	Y	Y	Y	
4 0	Armour Care	#	Y	Y	Y	Y	Y	(1)
4 0	Folklore	Y	Y	Y	Y	#	Y	(3) or by locale/race
4 0	Plant Lore	N	#	#	Y	#	Y	(3) or by locale
4 0	Animal Lore	#	#	#	#	Y	Y	(3) or by locale
? ?	Physical Trades	#	Y	Y	Y	#	Y	Depends on Trade+
? ?	Speak Additional Language	Y	Y	Y	Y	Y	Y	
4 0	Reading/Writing (Own)	Y	Y	Y	Y	Y	Y	(1)
4 0	Read/Write Add. Lang.	Y	Y	Y	Y	Y	Y	(1) Prereq. Speak Add. & Read/Write Own
4 0	Rune Science	N	N	N	N	N	N	Prereq. Read/Write Add. Lang.(Sanskrit)
4 0	Medical Science/Healing	N	N	N	N	N	N	Prereq. Herb Lore
4 0	Anda Kai	N	N	N	N	N	N	Prereq. Read/Write Common & 1 yr. Rune Science
4 5	Kai Detanna	N	N	N	N	N	N	Prereq. 2 yrs. Anda Kai
4 0	Optarna	N	N	N	N	N	N	Prereq. Read/Write Common
? ?	Physical Artisan	Y	Y	Y	Y	Y	Y	Varies with Trade++
? ?	Performing Artisan	Y	Y	Y	Y	Y	Y	Varies with Skill+++
3 0	Gambling	Y	Y	Y	Y	Y	Y	
4 0	Codes & Cyphers	N	N	N	N	N	N	
4 0	Thieves Cant	N	N	N	N	N	N	Once per Guild
4 0	Mapping/Charts	Y	Y	Y	Y	Y	Y	Prereq. Read/Write Common
4 0	History	N	N	N	N	N	N	Prereq. Read/Write Common

## BASE NUMBERS:

There are the base working numbers broken down by race to be used in calculating final characteristics. You chauvinist may wish to adjust the base numbers due to the sex

	PP	PC	MD	A	MP	LR
Baladel	7	10	7	7	8	7
Wandel	3	7	8	9	7	10
Lyradel	5	8	9	8	7	9
Gisadel	5	9	8	8	9	8
Uridos	3	8	10	7	8	8
Omenwedur	7	8	8	8	8	8

## NUMBER OF CHOICES BY ENVIROMENT OF YOUTH:

Characters may assume a basic knowledge of their parents/guardians' trade or art (No Stat Effect). GM may allow additional choices, however, it should cost the adventurer time, money, or both. Native skills do not count as a choice, nor do they affect the stat.

## Raised by Pure-Bred (Includes Uridos)

Social Class	Youth	Young Adult
Elite	9	6
Privileged	8	6
Common	7	6

## Raised by Omenwedur

Social Class	Youth	Young Adult
Elite	14	6
Priviledged	13	6
Commoner	12	6
The Dregs	13	6

## WORD DESCRIPTORS:

Only with GM approval may a character go beyond exceptional in any skill. The descriptors follow:

Skill	Descriptor & Stat
Yr. 1	Average 6-8
Yr. 2	Good 9-13
Yr. 3	Exceptional 14-16
*	Remarkable 17-18
*	Superior 19-20

## ASSIGNING STATS

The GM may exerise subjectivity in assigning their players' stats. Concentrate on campaign balance.

When performing mathematics, occasionally you will come up with a ½ value. This may be raised or dropped.

## KEY TO ABOVE CHART:

Chart lists only skills available as a YOUTH with Y=Yes, N=No, and #=Native Skill.

All skills listed above are available as a YOUNG ADULT.

Numbers in ( ) signify the number of years that the skill may be taken. When no number is given the maximum of 3 years is assumed.

+EXAMPLES: 1 5 Bower/Fletcher, 6 5 Mining/Ore Lore, 6 5 Armourer/Smith, 1 5 Skinner/Tanner, 4 0 Cooking  
# for Baladel indicates Mining/Ore Lore and # for Uridos indicates Cooking.

++EXAMPLES: 1 0 Painting, 1 0 Silversmithing

+++EXAMPLES: 2 0 Acrobatics, 2 0 Dancing

# LOCATION AND CRITICAL HIT CHART (Includes Weapon Classes and Damages)

Strike Area	%
Head	94-100
Neck	92-93
Chest*	61-91
Shoulders	59-60
Off Arm	52-58
Weapon Arm	38-51
Abdomen	17-37
Legs	01-16
*Heart = 75	

## Weapons by Damage Class

- I - Sling,dart,short knife,staff/stick  
 II - Hand axe,hammer,spear,long knife, flail,rapier/foil,spetum,club  
 III - Long/broad swords,two-handed flail trident,morning star,large mace, miscellaneous pole arms  
 IV - War hammer,great sword,battle axe  
 V - Special (see below)

All giant-sized encounters using weapons proportional to themselves,wield these at two levels higher (giant short knife is type III, not I) - maximum V. Any type IV weapon which is giant-sized does a base damage of ?peps and type V damage.

## Damage by Weapons Class

Amt.above minimum	Weapon Class				
	I	II	III	IV	V
0	1	2	3	4	5
+1,+2	2	4	5	6	7
+3,+4	3	5	6	7	8
+5,+6	4	6	7	8	9
+7,+8	5	7	8	9	10
+9,+10	6	8	9	10	12
+11,+12	7	9	10	12	14
+13,+14	8	10	12	14	16
+15	10	12	14	16	18
+16	12	14	16	18	20
+17	14	16	18	20	22
+18	16	18	20	22	25
+19	18	20	22	24	28
+20	20	22	24	26	30

Power Plus: PP of Remarkable = +2 peps  
 PP of Superior = +5 peps

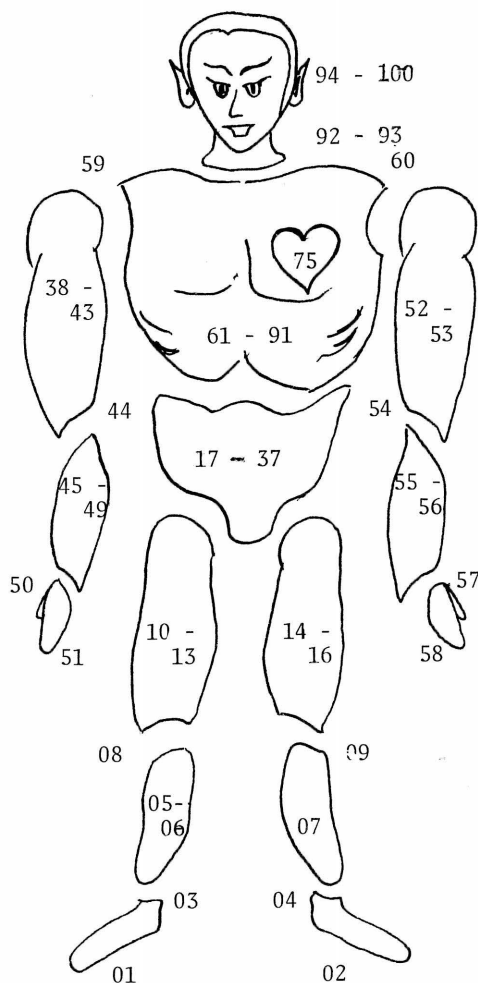
Long -Range- Short  
 Long/recurved bow II III  
 Short/plain bow I III  
 Crossbow II IV

Note:Short Range = less than 50 yards

## Effect of Critical Hit

Area of Body Struck	I,II	III,IV	V	Key:
01-04 Feet/Ankles	Minor	Incap Limb,SR & DR +2	Destroyed	SR = Strike Rating
05-07 Calves	Minor	Incap Limb,SR & DR +2	Incap Limb	
08-09 Knees	Incap Limb,SR & DR +3.	Destroyed	Destroyed	DR = Defence Rating
10-16 Thighs	Minor	SR & DR +1	Incap Limb	
17-35 Abdomen	Minor	Staggered	Total Incap	Rating
36-37 Abdomen	Staggered	Total Incap	Death	
38-49 Weapon Arm	SR +1	SR +3	Incap	Rating
44,50,51 Elbow/Wrist/Hand	SR +2	Destroyed	Destroyed	
52-56 Off Arm	Minor	DR +2	Incap	Rating
54,57,58 Elbow/Wrist/Hand	DR +1	Destroyed	Destroyed	
59-60 Shoulders	Minor	Incap Limb	Incap or Destroyed	Rating
61-91 Chest	Minor	Staggered	Stunned	
(75) Heart	Heart	Death	Death	Rating
92-93 Neck	Unconscious	Death	Death	
94-99 Face/Head	Minor	Staggered	Unconscious	Rating
100 Skull	Death	Death	Death	

Staggered = 1-3 rds of defence only, at +3 Stunned = 1-3 rds of no defense or offence  
 All Minor wounds indicate either bleeding or crushing damage...bleeding does 1 pep/rd...crushing does 1 pep/every 2 rds. Incap = Incapacitated Destroyed = crushed or severed



\* \* \* PRICE LIST \* \* \*

FOODSTUFFS:

Ale	10pp/pt.	38pp/cask
Beer	5pp/pt.	1bp/cask
Wine, avg.	10pp/flag.	3bp/cask
Meat	1bp/pt.	15bp/cask
Brandy, avg.	20pp/mug	6bp/cask
Tea		10pp/pinch
Milk		2pp/qt.
Milk, goat		1pp/qt.
Fruits		5-30pp
Jams		2bp
Vegetables		10-30pp/½lb.
Bisquits/muffins		8pp/each
Bread		20pp/loaf
Cake/pastries		1-8bp
Broth		3pp/serv.
Soup		8pp/serv.
Stew		10pp/serv.
Sweetmeats		45pp/serv.
Meat, sm. animal		8pp/serv.
Meat, lg. animal		20pp/serv.
Fish		8pp/lb.
Shellfish		12pp/lb.
Gruel, mush		2pp/serv.
Pudding, porridge		5pp/serv.
Fowl		16pp/bird
Eggs		5pp/½doz.
Nuts		20pp/lb.
Onions		4pp/bulb
Pepper		35pp/pinch
Salt		20pp/pinch
Misc. Spices		10pp/pinch
Garlic		3pp/bud
Animal Grain		10pp/day
Good meal		10pp
Rich meal		2bp
Iron Rations	1bp	20pp/day
Standard Rations		40pp/day

CLOTHING:

Shirt, Cotton		30pp
Pants, Cotton		30pp
Belt		30pp
Sash/Girdle		20pp
Undershirt, Cotton		20pp
Undershirt, Linen (Monk shift)		40pp
Robe	1bp	10pp
Cloak/cape w/hood	1bp	30pp
Cape w/hood(rain gear)		2bp
Cap (Robin Hood type)		20pp
Socks, hose		20pp/pair
Tunic, Semi-fancy		6bp
Tunic, fancy		9bp
Fur Coat		9bp+
Uniform Jacket(milit.)		6bp
Uniform Pants(milit.)		4bp
Vest(adjust by fabric)		35pp
Dress Jacket		8bp
Dress Pants		6bp
Dress Linen Shirt		2bp

PELTS:

Beaver		4bp
Mink		6bp
Seal		10bp
Badger		20-60bp
Collar		2-7pelts
Coat, Capes		100-200beaver
Jackets, etc.		75-150badger 200-500mink

FABRIC QUANTITIES:

Cotton, Plain		15pp/sq.yd.
Cotton, Dyed pattern		20pp/sq.yd.
Linen, Plain		30pp/sq.yd.
Linen, Dyed pattern		1bp/sq.yd.
Blanket		35pp
Silk		2-6bp/sq.yd.
Tapestry		40-200bp/sq.yd.
Table Cloth, Linen		30pp
Cloth sack sm-lg.	10-15pp	
Wool, Yarn		1bp
Thread		25pp
Sacks for water		15pp
Feed sacks		12pp

TENTS:

Tarp 1-man	3bp	25pp
Tarp 2-man	8bp	20pp
Tarp 4-6 man		16bp
Over 10 man	28bp	28pp/man

LEATHER:

Backpack		4bp
Pouch		2bp
Quiver 1doz. arrows		2bp
Bow Quiver-Short		8bp
Water/Wine Skin		3bp
Saddle/Bridle		23bp
Harness, Cart Wagon		3bp+2bp/horse
Saddle Bags		7bp

ARMOR & CLOTHING:

Cloth Apron		15pp
Leather Apron		5bp
Barding, Cloth		10bp
Barding, Leather		200bp
Barding, Chain		500bp
Boots		3bp
Shoes		2bp
Sandals		35bp
Leather Shirt		7bp
Full Leather		12bp
Leather Gloves		3bp
Chain Shirt		90bp
Full Chain		150bp
Mail Gaunlets		12bp
Breastplate(unfit.)		500bp
Full Plate(unfit.)		750bp
Breastplate(fitted)		800bp
Full Plate(fitted)		1500bp
Studded or Special		+3bp
Fancy Gown		8bp
Dress(simple,pretty)	1bp	30pp

LIVESTOCK:

Pony		30bp
Lt. Horse		150bp
Draft Horse		50bp
Hvy. Horse	200-450bp	
Pig/piglet		4bp
Chicken		10pp
Cow/Bull	20bp	80bp
Goat		2bp
Sheep/Ram	4bp	8bp
Dog, Guard		50bp
Dog, Hunting		34bp
Hawk, Hunting		80bp

WEAPONS:

Archery-		
Short Bow		30bp
Horse Bow		75bp
Long Bow		120bp
Crossbow		30bp
Arrows	4bp/doz.	20pp/each
Bolts	2bp/doz	10pp/each
Small Arms & Projectiles-		
Sling & Bullets		3bp
Dagger/Throwing		6bp
Knife		
Small Axe		2bp
Javelin/Spear		2bp
Dart		1bp
Single Stick		---
Heavy Arms-		
Club		---
Mace		12bp
Military Pick/		15bp
War Hammer		15bp
One-Handed Flail		2bp
Swords-		
Short Sword		16bp
Rapier		70bp
Scimitar		30bp
Long Sword		30bp
Broad Sword		30bp
Two-Handed Weapons-		
Battle Axe		16bp
Great Sword		60bp
Pole Arms-Glaive		16bp
Halberd		16bp
Pike		6bp
Special Arms-		
Flail		10bp
Trident		8bp
Morning Star		15bp
Military Fork		3bp
Spetum		4bp
Lance		3bp

TRANSPORTATION:

Cart		100bp
Miner's Cart		300bp
Wagon(2 horse)		300bp
Raft/Rowboat		50bp
Small boat		150bp

MUSICAL INSTRUMENTS:

Lute		100bp
Lyre		60bp
Harp		350bp
Mandolin		300bp
Flute		100bp
Recorder/Pipes	2-40bp	
Longhorn		400bp
Curled Horn		500bp
Drum		22bp



# MISCELLANEOUS:

Helm	24bp	Soap	6bp/wash	Tools-	
Shield, small	20bp	Razor	9bp	Pick	6bp
Shield, large	30bp	Camp, Eating Gear	8bp	Shovel	5bp
		Utensils	20 pp/set	Pitchfork	5bp
Torch	3pp	Pot Set	6bp	Scythe	5bp
Tinderbox	2pp	Additional pans	2bp	Cask/keg 2 gal.	1bp
Candle, tallow	1pp	Mug, flagon	10pp	Fire Place Gear	1bp
Candle, wax	10pp	Goblet, plain	30pp	Tools(set of 3)	10bp
Oil, flask	2bp	Goblet, fancy	1bp 10pp		
Whetstone	16pp			Special-	
Lantern	20bp	Woodchest, small	1bp 30pp	Trunk	4bp
		Woodchest, large	3bp 20pp	Bell, small	4bp
Needles, Bone	9/pair	Iron Chest, small	18bp	Bell, lg. gong	7bp
Needles, Metal	20bp	Iron Chest, large	55bp	Perfume	2-12bp
Pipe, Smoking	1-6bp	Iron Spikes	30pp/each	Thieves Tools	60bp
Cane, Walking Stick	20pp-2bp	Rope , 50'	40pp	Paper, Rice	6bp/sheet
				Parchment	8bp/sheet
Mirror, wood frame	5bp	Charcoal	10pp/sack	Ink, Vial	1bp 25pp
Mirror, metal frame	20bp	Cauldron, Iron	46bp		
Mirror, silver	40bp	Iron Dogs/Grate	16bp		

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BE SURE AND LOOK FOR THESE OTHER WILMARK DYNASTY TITLES:

Roomscapes

The Burgundy Pit

The Lake of Parity

Chivalry Lives

Emphasis Role Playing

Charts and Dice Do Not a GM Make!

Escape from Shadowland

The Vampyre's Mirror

Journey to the Center of the Circle

In Search of Starfax

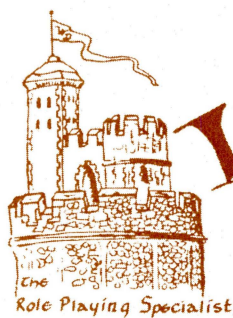
The Temple of Gold

The Impenetrable Forest

Fortunes Told, Won and Lost

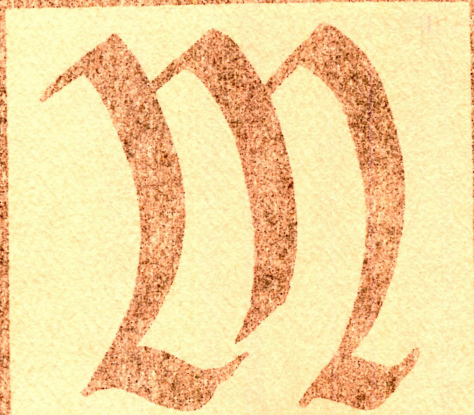
All from the ever-growing collection of the:

**Wilmark Dynasty**



# WILMARK Dynasty





# Melanda

## Land Of Mystery

### PLAYERS' GUIDE

This guide is intended as a tool for player use. It is a conglomerate of all the data required for character creation available to players. Follow the step-by-step process to speedily arrive at your Melandian adventurer.

#### PROCEDURE:

1) Choose your race of birth and youth. Saladel(Mountain Dwellers) Wandel(Sea Dweller)

Lyradel(Forest Dweller) Gisadel(Jungle Dweller) Uridos(Little People)

Omenwedur(Men) Mixed Bloods could have been raised by any of the above - specify.

2) Choose your sex.

3) Choose your social status:

All but Omenwedur:	Elite	Privileged	Common
Omenwedur:	Elite	Privileged	Common
			The Dregs

Choosing your background knowledge and abilities. On the below listed breakdown of choices by social class, find out how many choices you have from the upcoming list of skills available by race. Discover the skills that are innate or native to the environment you chose for your childhood. Then to the Skill List on the reverse of this guide and make the choices allowed for your youth. (Some skills are not available to certain groups during their youth.) Then make your adult choices. (All skills listed could be chosen as adult choices.

	YOUTH CHOICES		ADULT CHOICES
	<u>All but Omenwedur</u>	<u>Omenwedur</u>	<u>All Races</u>
Elite	9	14	6
Privileged	8	13	6
Common	7	12	6
The Dregs	N/A	13	6

Unless marked in ( )s, all skills can be taken twice as a youth. No skill can be taken more than three times...



# INATE ABILITIES and NATIVE SKILLS

<u>Baladel</u>				
Subterranean Vision 20'	Crude Weaponry	Subterranean Navigation	Armor Care	
Notice Abnormal Tunnels	Animal Lore(Mountain)	Mining/Ore Lore		
Combat Speed Advantage				
<u>Wandel</u>				
Recuperation In Water	Marine Navigation	Swimming	Fishing	
Underwater Combat	Plant Lore(Marine)	Animal Lore(Marine)		
<u>Lyradel</u>				
Forest Vision 20'	Hunting	Traps/Snares	Archery	
Notice Unnatural Creatures	Plant Lore(Forest)	Animal Lore(Forest)		
(passage w/in 20 hours)				
<u>Gisadel</u>				
Jungle Vision 20'	Crude Weaponry	Hunting	Traps/Snares	
Notice Unnatural Creatures	Special Weaponry(Blowgun)	Animal Lore(Jungle)		
(passage w/in 20 hours)				
<u>Uridos</u>				
Remarkable Luck	Outdoor Stealth	Small Arms	Folklore	
	Plant Lore(Garden-Type)	Cooking		
<u>Omenwedur</u>				
None	None			

Characters may assume a basic knowledge of their family trade or craft.

SKILL	B	W	L	G	U	O	SKILL	B	W	L	G	U	O
Outdoor Survival	Y	Y	Y	Y	Y	Y	Archery	Y	Y	.	Y	Y	Y
Crude Weaponry	.	Y	Y	.	Y	Y	Hand Projectiles	Y	Y	Y	Y	Y	Y
Horsemanship	N	N	Y	N	N	Y	Small Arms	Y	Y	Y	Y	.	Y
Land Navigation	Y	Y	Y	Y	Y	Y	Heavy Arms	Y	N	Y	Y	N	Y
Marine Navigation	N	.	N	N	N	Y	Two-Handed Weapons	Y	Y	Y	Y	N	Y
Subterranean Navigation	.	N	N	N	N	Y	Swordsmanship,Fencing	Y	Y	Y	Y	Y	Y
Climbing	Y	Y	Y	Y	Y	Y	Swordplay,Hack/Slash	Y	Y	Y	Y	Y	Y
Swimming (1)	N	.	Y	Y	N	Y	Special Weaponry	Y	Y	Y	.	Y	Y
Swimming,Speed*	N	Y	Y	Y	N	Y	Individual Tactics	Y	Y	Y	Y	Y	Y
Swimming,Distance*	N	Y	Y	Y	N	Y	Unarmed Combat	Y	Y	Y	Y	Y	Y
Swimming,Deep Sea*	N	Y	N	N	N	Y	Armor Care (1)	.	Y	Y	Y	Y	Y
Hunting	Y	Y	.	.	Y	Y	Folklore	Y	Y	Y	Y	.	Y
Fishing	N	.	Y	Y	Y	Y	Plant Lore**	N	.	.	Y	.	Y
Traps/Snares	Y	Y	.	.	Y	Y	Animal Lore **	.	.	.	.	Y	Y
Outdoor Stealth	Y	Y	Y	Y	.	Y	Physical Trades**	.	Y	Y	Y	.	Y
Urban/Indoor Stealth	N	N	N	N	Y	Y	Speak Add. Language**	Y	Y	Y	Y	Y	Y
Tracking	Y	Y	Y	Y	Y	Y	Read/Write Own Lang.	Y	Y	Y	Y	Y	Y
Shadowing *	Y	Y	Y	Y	Y	Y	Read/Write Add. Lang.	Y	Y	Y	Y	Y	Y
Camouflage	Y	Y	Y	Y	Y	Y	Physical Artisan**	Y	Y	Y	Y	Y	Y
Pilfering *	Y	Y	Y	Y	Y	Y	Performing Artisan**	Y	Y	Y	Y	Y	Y
Locks & Bars	Y	Y	Y	Y	Y	Y	Gambling	Y	Y	Y	Y	Y	Y
Disguise	Y	Y	Y	Y	Y	Y	Mapping/Charts*	Y	Y	Y	Y	Y	Y
First Aid	Y	Y	Y	Y	Y	Y	Rune Science*	N	N	N	N	N	N
Herb Lore *	N	Y	Y	Y	Y	Y	Anda Kai*	N	N	N	N	N	N
Plant Tending (1)	N	Y	Y	Y	Y	Y	Kai Detanna*	N	N	N	N	N	N
Veterinary Medicine *	Y	Y	Y	Y	Y	Y	Optarna*	N	N	N	N	N	N
Medical Science/Healing*	N	N	N	N	N	N	Codes & Cyphers	N	N	N	N	N	N
Running,Speed	N	Y	Y	Y	N	Y	Thieves' Cant	N	N	N	N	N	N
Running,Distance	Y	N	Y	Y	N	Y	History*	N	N	N	N	N	N

N = Not Available Youth Y = Available Youth . = Native Skill \*Prerequisite \*\*Specify Descriptors = Poor,Not Taken Average,Taken Once Good,Repeated Exceptional,Taken Thrice